WHITE DWARF™

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WARHAMMER

CITADEL

THE HOBBIT: AN UNEXPECTED JOURNEY™

APRIL 2013

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FOR THE GREATER GOOD

GIANT 400th ISSUE

WHITE DWARF

APRIL 2013

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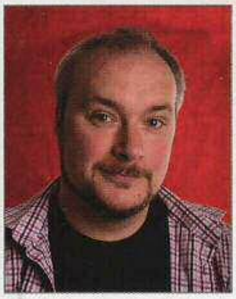
MEET THE WHITE DWARF TEAM

A new month brings with it a host of fresh releases and news from the Games Workshop hobby. The White Dwarf team is on hand to guide you through what's new and exciting once again.

Andrew Kenrick
Deputy Editor



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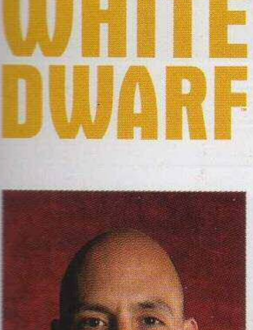

Jes Bickham
Editor

Happy birthday to us! Yes, White Dwarf is a staggering 400 issues young this month, so we've celebrated by bringing you a bumper-sized issue full of hobby goodness, not least a wealth of wonderful new miniatures for the Tau Empire (and some words of wisdom from notable ex-White Dwarf editors on page 158). If you've not yet been ensnared by the charms of this dynamic young race – a marked contrast to the gothic nature of the Imperium and the darkness enshrined in many of their foes – then one look at the Riptide and new Broadside Battlesuits should have you picking up your bonding knife and pledging yourself to the Greater Good immediately.

In fact, so excited are we by the new Tau miniatures that Adam has penned an eight-page feature all about the development of the Tau battlesuit, in which he talks to such design luminaries as Jes Goodwin and latter-day Tau mastermind Matt Holland. We also wanted to make our very own battlefield on which to showcase the Tau in their inaugural battle report (featuring Shadowsun's Firestrike Hunter Cadre, painted by Dan, against my own Tyranids), which you can see on page 58. The entire White Dwarf team decamped for two days to the Warhammer World laboratory to build the board – dubbed the Agrellan Refinery – under the guidance of hobby mastermind Dave Andrews and Forge World fanatics Mark Bedford and Phil Stutcinskas. We had a great time making it – and playing on it – and so the Agrellan Refinery forms the subject of this issue's Battleground, too (page 118).

And with that, I must repair to the White Dwarf bunker for a rematch against Dan's Tau. The Hive Mind hungers...

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NEW RELEASES

The ambitious, energetic Tau Empire is expanding once again, as this month the armies of the Greater Good gain reinforcements in the form of fantastic new Citadel miniatures and a dazzling new hardback Codex. There are also new releases for *The Hobbit: An Unexpected Journey*, new titles from Black Library and the latest miniatures and kits from Forge World. Join us as we take a look.

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There are mutants, monsters and horrors aplenty as we showcase Richard Sherlock's Beastmen army.

ARMY OF THE MONTH

RICHARD SHERLOCK'S BEASTMEN ARMY

In Army of the Month we showcase glorious armies of lovingly painted Citadel miniatures from the collections of Games Workshop staff and from you, our readers. This month we get our hands on a Beastman army converted and painted by Richard Sherlock, who's spent the last year creating this bestial horde. Richard loves to convert models, so it's no wonder that there are so many unusual creatures in his collection. Fear ye, mortal men, for should you turn the page, there will be no escape from the Children of Chaos.

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BATTLE REPORT

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BLANCHITSU

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We take a retrospective look at the rise of the Tau and their extraordinary battlesuits.

RISE OF THE BATTLESUITS

"The foremost sign of honour and reputation among the warriors of the Fire caste are their battlesuits – the apex of the Tau's military technology. Tau battlesuits are advanced suits of armour, which are piloted as much as worn.

In addition to their weapons, battlesuits carry upgraded equipment, such as jet packs, recoil absorbers, or any number of additional support systems, including drone controllers, target locks, shield generators, or advanced sensors.

Each battlesuit is a high tech marvel, maintaining balance between offensive capability, armoured protection, speed, agility and utility. It is little wonder then, that only the most experienced of Fire Warriors are promoted to Shas'ui, the honoured rank deemed worthy enough to pilot a battlesuit."

– Codex: Tau Empire

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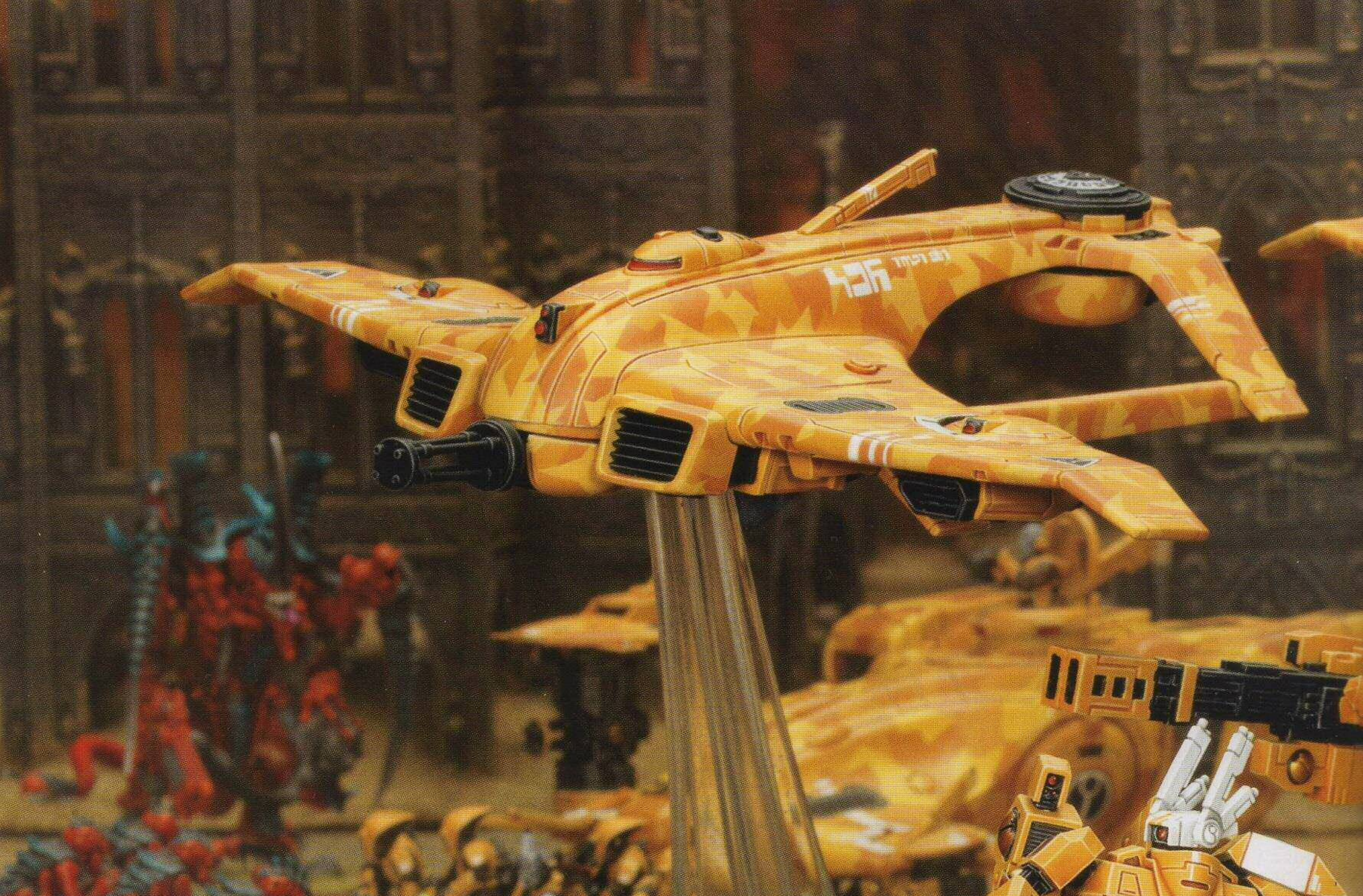
The Design Studio: We shine a spotlight on the new Tau and talk to the designers, as well as the author of the new Codex, Jeremy Vetock.

Forge World: There's always exciting things to be seen in the Forge World studio – join us as we take a look at their latest projects.

Black Library: Author Chris Wraight talks about Space Wolves, battles and the meaning of pack, and we look at the hobby projects found in the Black Library office.

APRIL HOBBY CALENDAR 169

Keep up to date with the hobby in April – The hobby calendar serves as your guide to Games Workshop events throughout the month.



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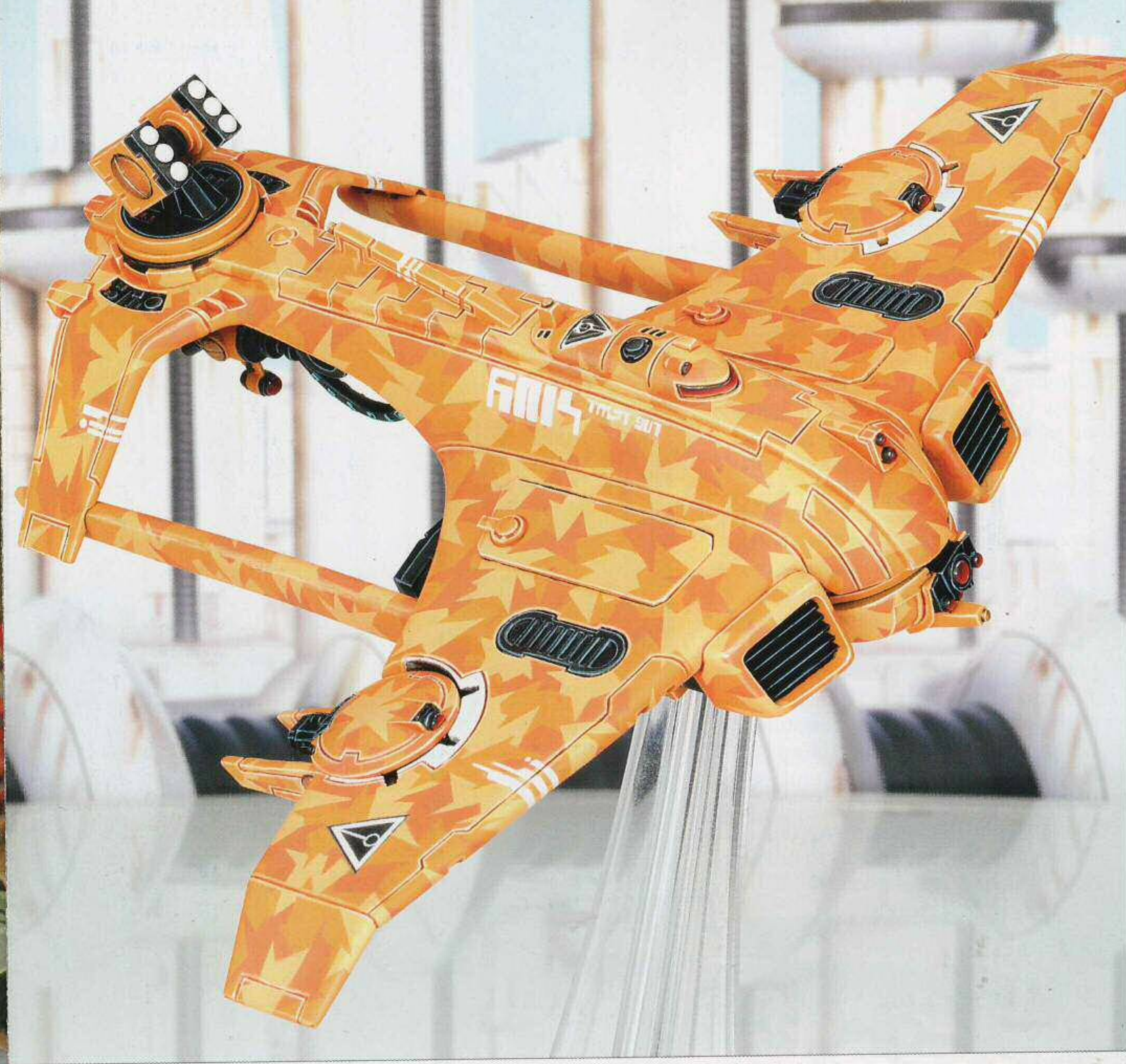
With new additions like the XV104 Riptide Battlesuit and the Sun Shark Bomber to swell their ranks, the Tau stand ready to sweep all before them.



TAU EMPIRE

SUN SHARK BOMBER

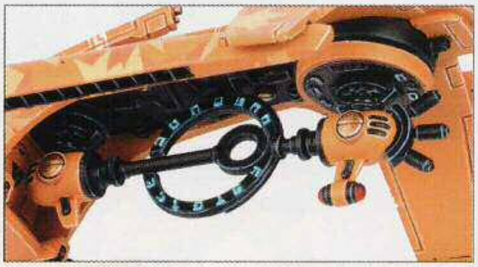
Swooping down to unleash powerful pulse charges onto enemy formations, the Sun Shark Bomber is a deadly ground attack aircraft that uses the height of Tau technology to devastating effect.

TAU EMPIRE

SUN SHARK BOMBER

The Sun Shark is equipped with an unusual pulse bomb generator that is fixed beneath the fuselage, and this unique weapon ably demonstrates the rapidly advancing nature of the Tau Empire's technology. The idea with the pulse bomb generator is that it builds up pulse energy by spinning rapidly, until it produces a ball of plasma that is unleashed on targets below. It's a peculiar looking apparatus that's worlds away from the physical bombs of other races, and perfectly encapsulates the technological superiority of the Tau.

The wings of the Sun Shark house my favourite aspect of the model; the two Tau Interceptor Drones. These are detachable from the main miniature, at which point they can be mounted on their own bases and used as protection for the Sun Shark – there's something very appealing about the Tau using artificially intelligent drones to protect their flesh-and-blood pilots. **AT**



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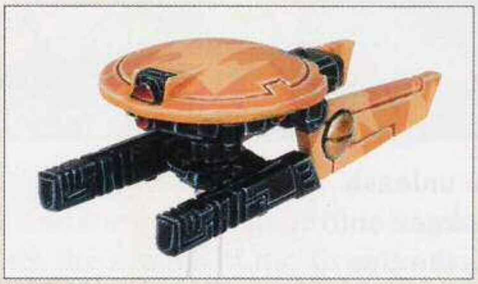

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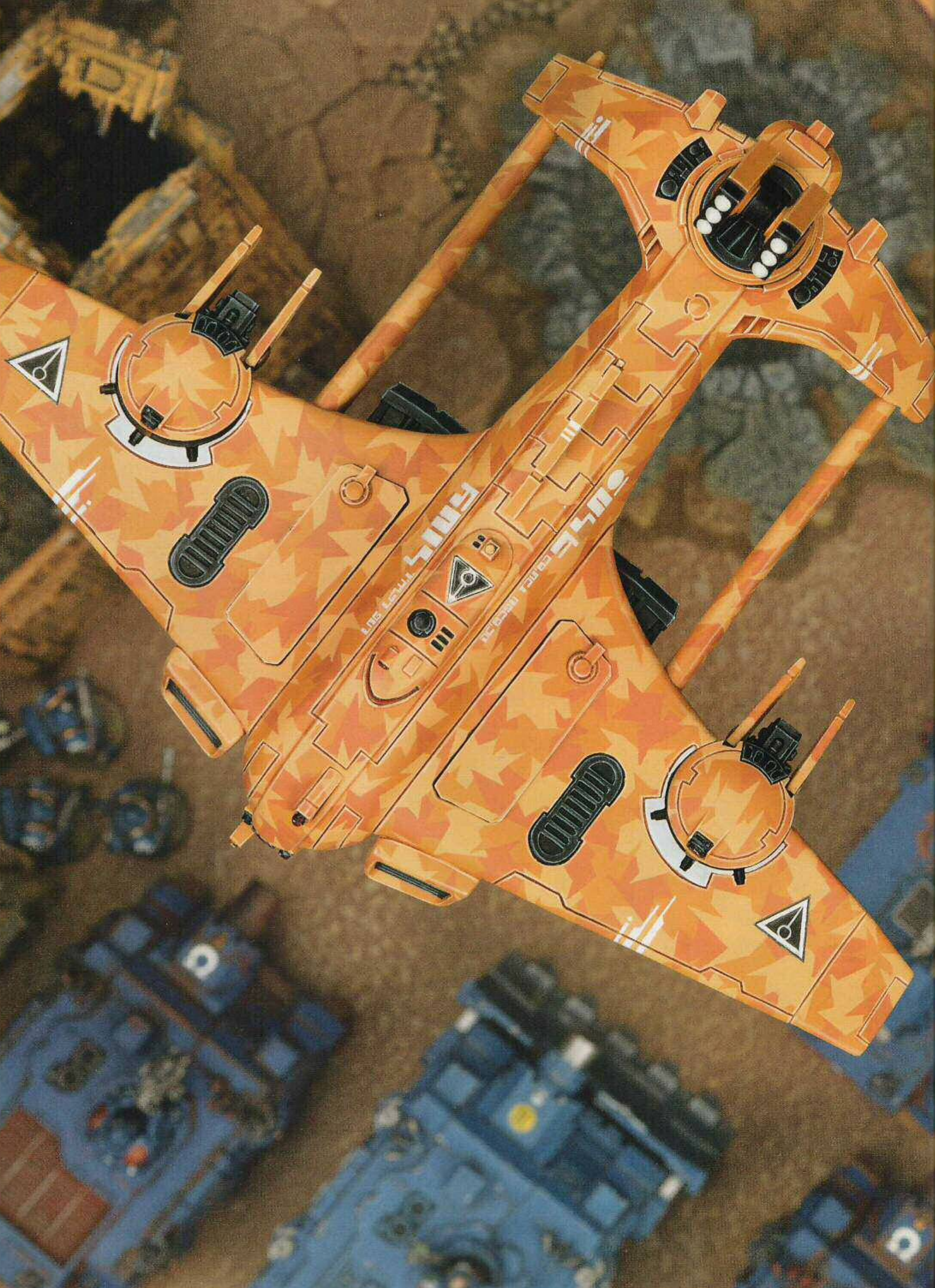
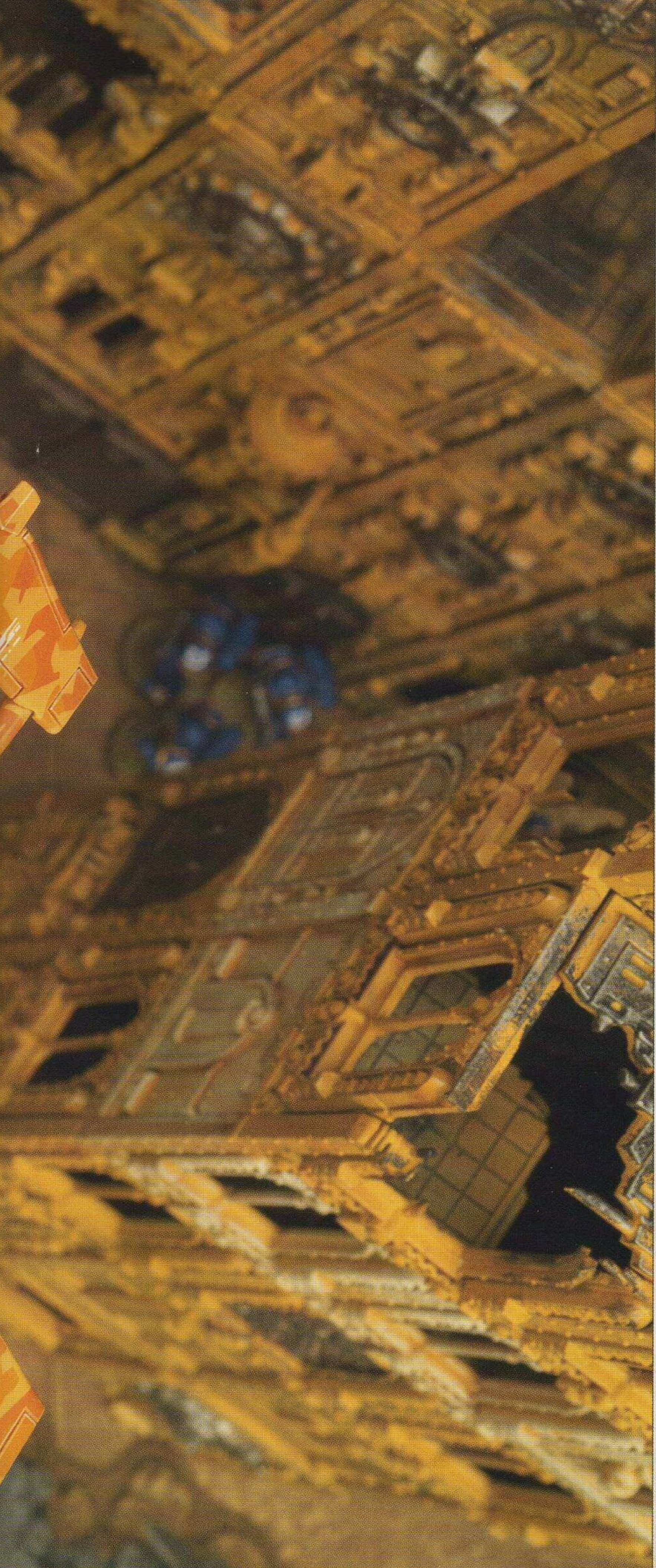
1 The pulse bomb generator sits beneath the fuselage, where it generates a powerful energy attack.

2 Set into each wing are Tau Interceptor Drones, which can detach from the Sun Shark to defend it from attack.

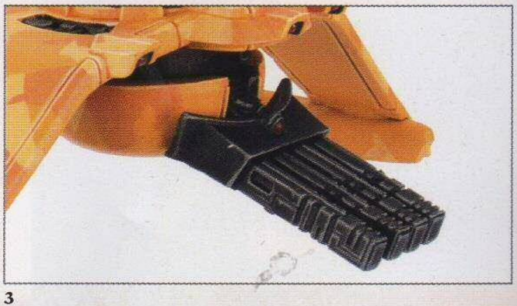




TAU EMPIRE

RAZORSHARK STRIKE FIGHTER

The Razorshark Strike Fighter is a sleek, futuristic-looking aircraft, a multi-part plastic kit sculpted with the smooth, sweeping lines and blocky engines typical of Tau vehicles. As a strike fighter, the Razorshark can fulfil ground-attack missions as well as compete in air-superiority warfare. The model is armed with a nose-mounted burst cannon (which can be swapped for a missile pod) and a very impressive quad ion cannon. The latter weapon is a tail-mounted turret weapon set on a gimbal joint. The range of movement the turret possesses suits the role of ground-attack weapon brilliantly, with downwards-pointing guns that can swivel through 360° to engage targets. Set into its wings are a pair of thrusters, complete with gaping air intakes, and a complementary pair of thrusters recessed about half way along. On top of the wings, by the fuselage, there are two recessed bays that can be popped open to reveal seeker missiles. **AT**



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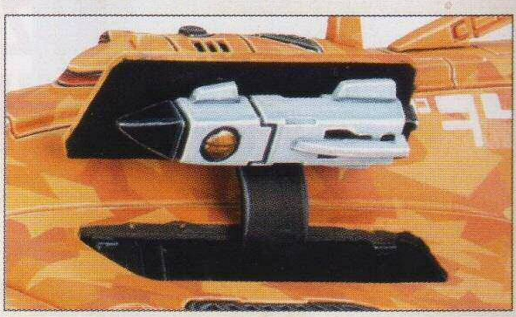

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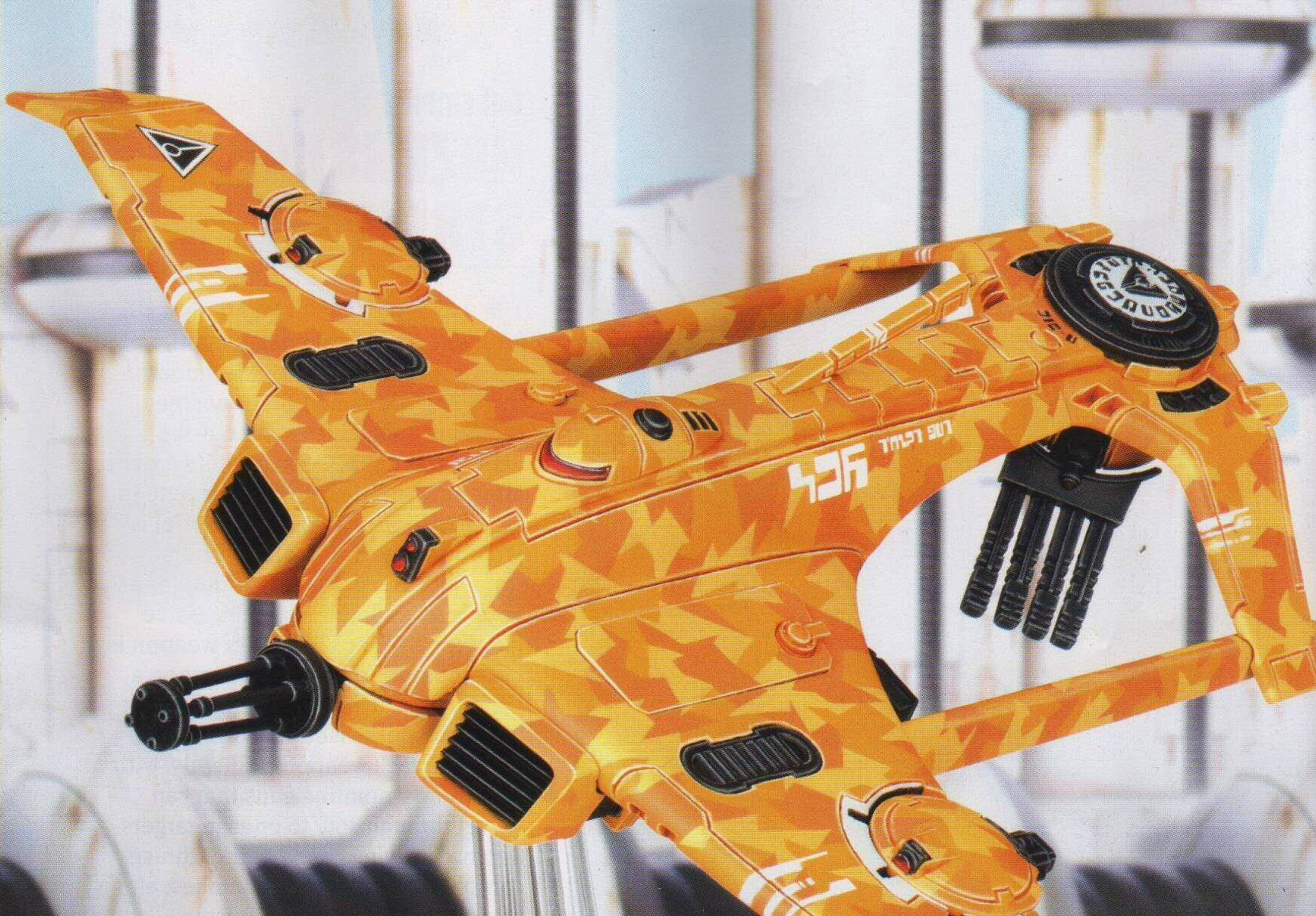
3 The quad ion cannon turret can be rotated through 360° and pivoted to acquire ground and air targets.

4 Set into the wings of the Razorshark are a pair of seeker missiles, cunningly recessed in storage compartments.



TAU EMPIRE

RAZORSHARK STRIKE FIGHTER

A joint-strike fighter capable of engaging enemy aircraft or ground targets equally, the Razorshark boasts a quad ion turret that can pivot to fire devastating streams of energy at targets from any angle.

TAU EMPIRE

XV104 RIPTIDE BATTLESUIT

The XV104 Riptide is the latest in Earth caste innovation, designed to combat the most dangerous enemies of the Tau Empire. Powered by a nova reactor and equipped with an arsenal of weapons, the Riptide is the pinnacle of battlesuit technology.

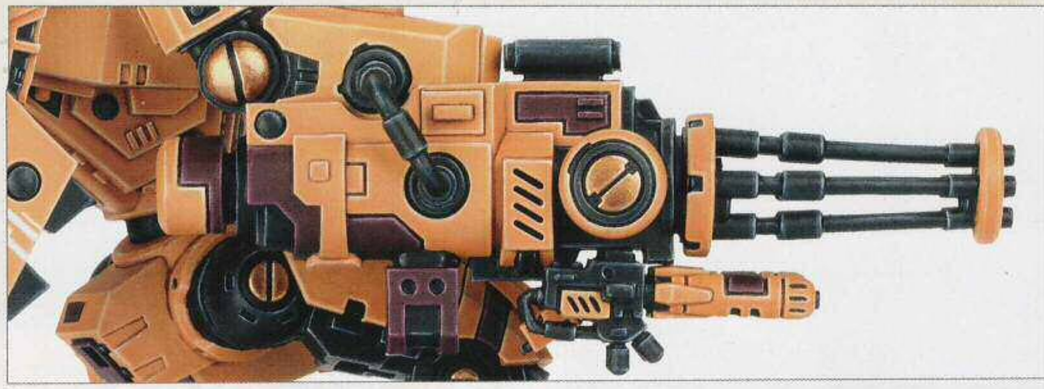
Standing well over twice the height of a Crisis Battlesuit, the XV104 Riptide is the epitome of Tau ingenuity and technology. Its long, back-jointed legs hold up a heavily armoured torso that houses the Riptide's dark matter nova reactor – an experimental power source that can be activated should the Shas'vre pilot require extra power. The Riptide carries a sleek shield generator with deployed energy vanes on one arm and a heavy burst cannon, which can be exchanged for an ion accelerator cannon, on the other. To provide manoeuvrability the Riptide is equipped with a large jet pack that juts out from its shoulder blades.

This multi-part plastic kit is immensely posable, featuring joints at the ankles, knees, hips, waist, shoulders and neck. While this could seem intimidating, the Riptide has been designed with ease of assembly in mind, featuring locator pins to ensure that each piece fits snugly together (although they can be clipped off so the joints can be re-posed). I suggest painting the arms and jet pack separately from the rest of the model as once they're glued on they make painting the back of the model quite tricky.

The Riptide comes with five support systems, from target locks to velocity trackers, which can be mounted alongside the Riptide's support weapon systems. Both the support systems and weapons are fully compatible with other battlesuits in the Tau Empire range. **DH**

XV104 RIPTIDE BATTLESUIT

1. The heavy burst cannon is a formidable anti-infantry weapon with *a very high rate of fire*. There is space beneath the gun for you to attach a secondary weapon system or support system too, if you wish.
2. The ion accelerator is an incredibly powerful weapon, especially when nova-charged using the Riptide's dark matter nova reactor.
3. Two Shielded Missile Drones come in the Riptide kit. They protect it from incoming fire and respond with heavy firepower of their own.
4. The Riptide comes with three different heads for you to choose from.
5. The Riptide comes with a plethora of battlesuit support systems to make it even more deadly.
6. A huge jet pack gives the Riptide exceptional speed and manoeuvrability on the battlefield.
7. The Riptide's nova reactor (seen on the left) is substantially larger than normal owing to its experimental status and the immense amount of power it can generate.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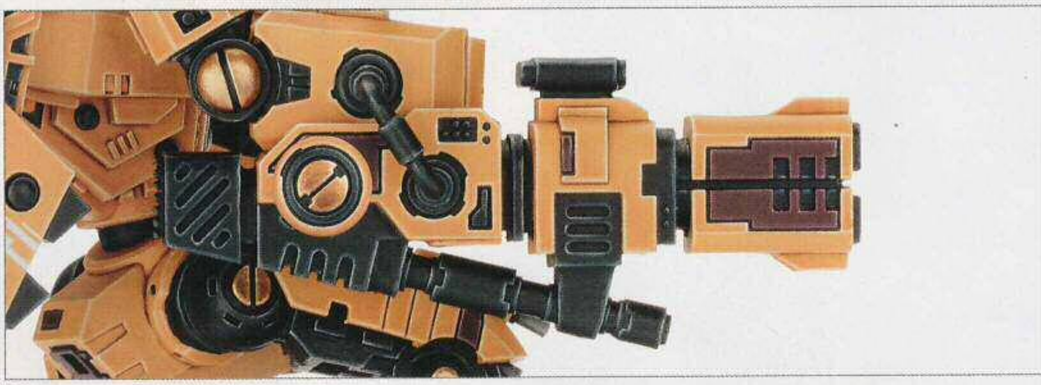
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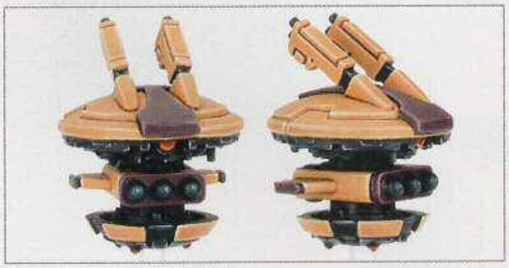
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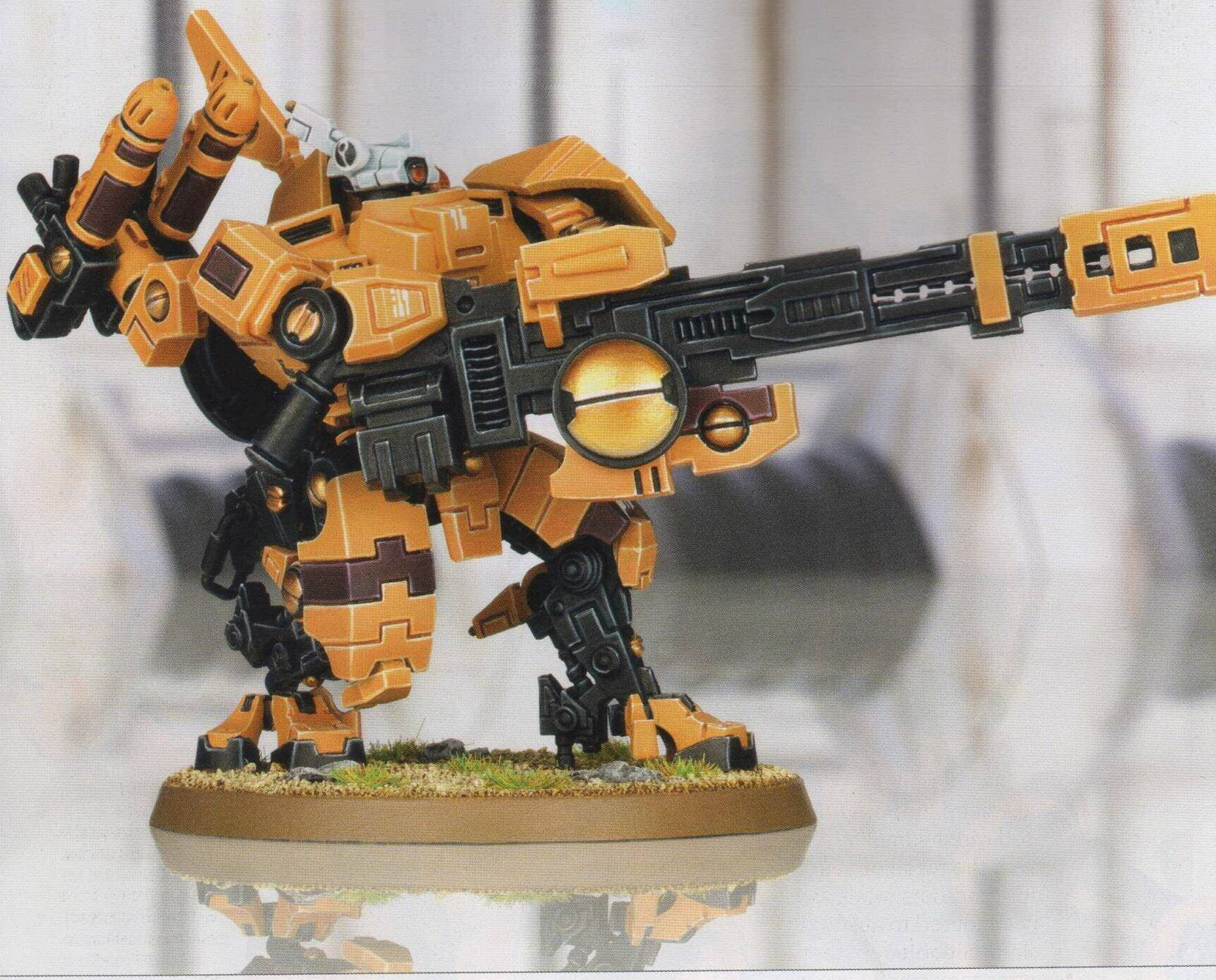
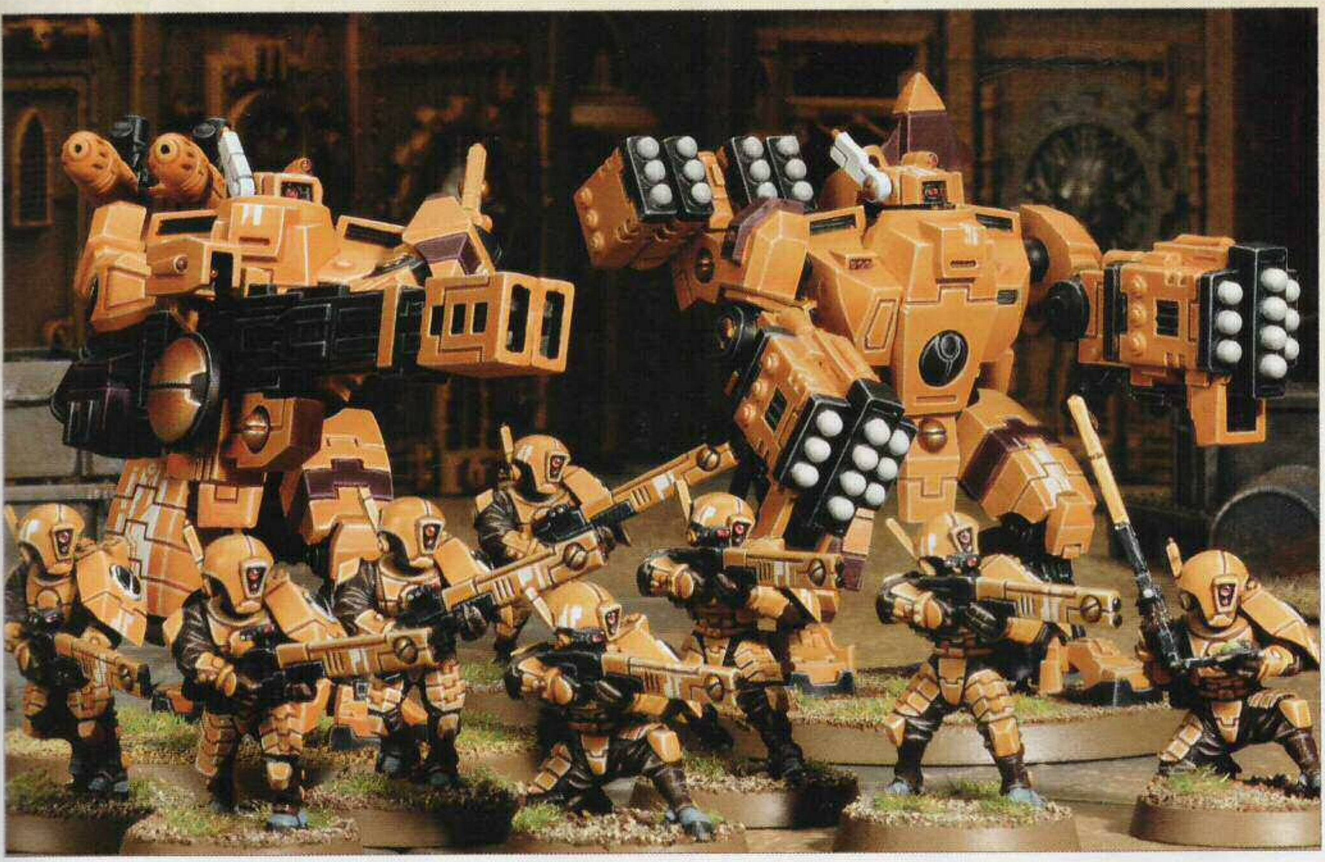


TAU EMPIRE

XV88 BROADSIDE BATTLESUIT

XV88 Broadside Battlesuits are the big guns of the Tau Empire. Their firepower is legendary and their high-powered rail rifles are the bane of tanks and monsters across the galaxy. Enemies have learned to fear their silhouette, for when they take to the field of battle, nowhere is safe from them.



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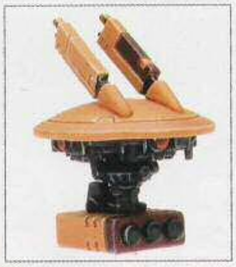
Broadside Battlesuits are built for endurance and sustained firepower. Their legs are augmented with hydraulics and stabilisers to absorb the recoil of their prodigious weapon load-outs, while their torsos are heavily armoured to absorb any incoming fire their formidable reputation attracts. In their arms they cradle a twin-linked heavy rail rifle that's covered in stabilisers, linear accelerators and targeters. Alternatively, they can carry a high-yield missile pod that replaces the rail rifles with two missile-covered fists – perfect for taking on hordes of enemies.

In place of the traditional jet packs worn by Crisis Battlesuits, the Broadside has another weapon system – either a smart missile pod or a set of twin-linked plasma rifles. The Broadside's support systems are also housed on these shoulder mounts and there are four in the box to choose from. Last, but certainly not least, the Broadside is accompanied by two Drones, which can be built with a variety of equipment including a shield, missile pods, pulse carbines or a markerlight. **DH**



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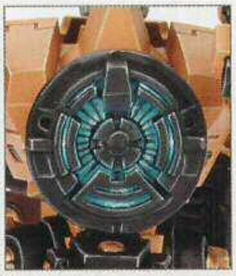

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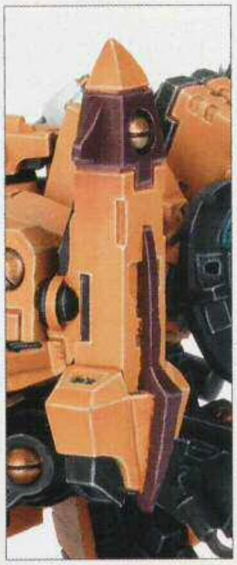

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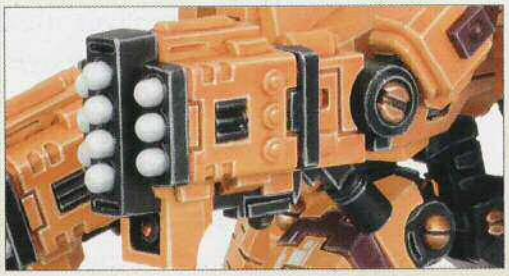

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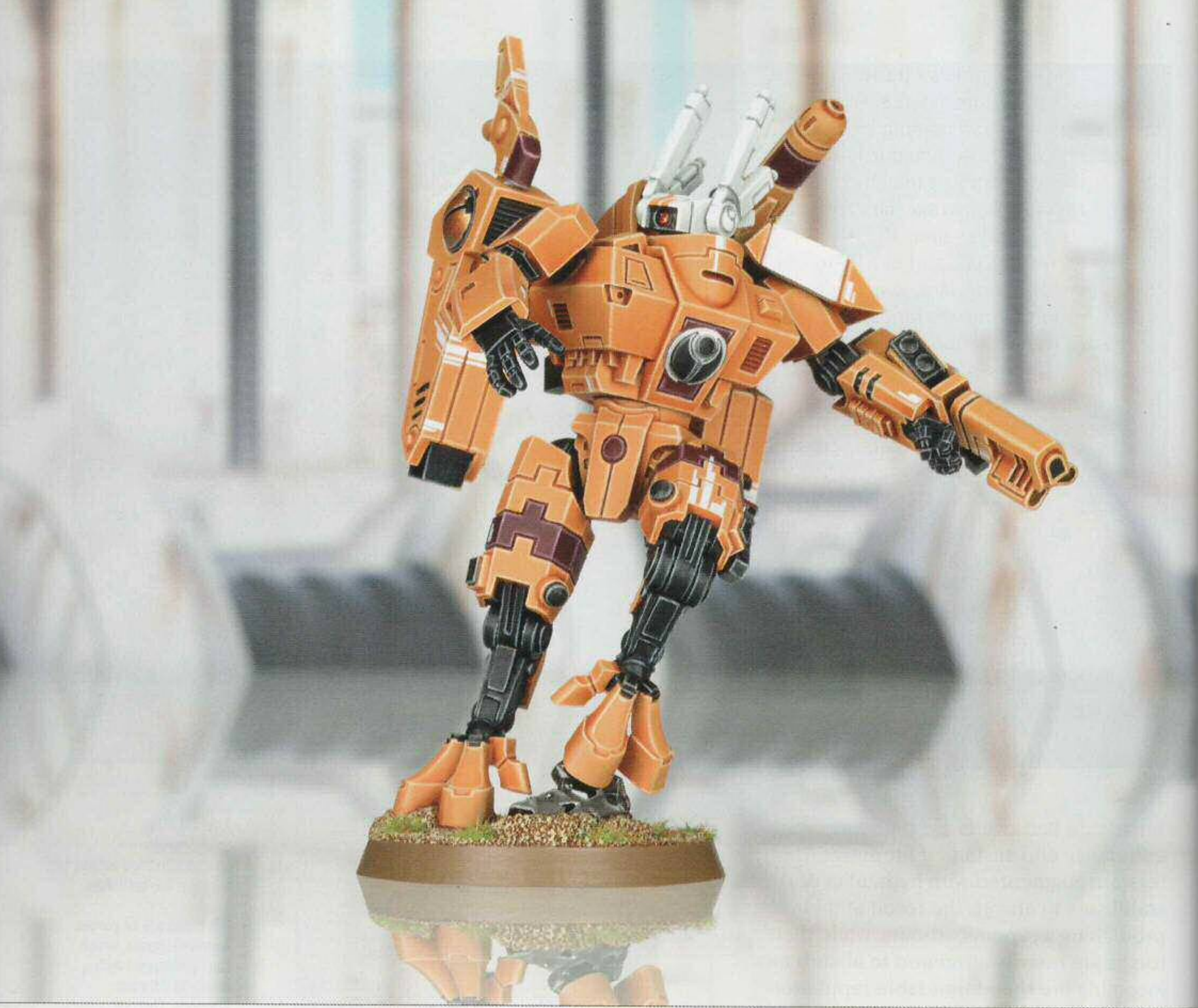
1 A pair of XV88 Broadsides form a powerful firebase behind the main Tau battleline.

2 The Broadside kit comes with two Drones, which can be equipped with a variety of different weapons. This one carries a missile pod unique to this box.

3 The Broadside has a particle accelerator mounted on its back to power the formidable heavy rail rifle.

4 A large seeker missile can be mounted as an additional weapon on the Broadside's shoulder.

5 High-yield missile pods are a deadly alternative to the standard twin-linked heavy rail rifle.



TAU EMPIRE

XV8 BATTLESUIT COMMANDER

Tau Commanders are Fire Warriors that have proven themselves on the battlefield many times over. Clad in imposing XV8-05 armour they stride fearlessly into battle, slaying the foe with some of the most advanced weapon systems the Tau Empire possesses.

The Tau Commander is a Citadel Finecast miniature that contains a great sense of narrative; he is posed leaning back, as though he is making a dynamic landing into battle – you can just imagine the spray of rocks and gravel as he comes to a sliding stop and takes aim. The armour the Commander wears is a suit of XV8-05 Enforcer armour, a variant of standard XV8 Crisis armour that makes him bigger and more protected. The model comes with an optional support system upgrade and a selection of three different weapons, including two experimental weapon systems (the airbursting fragmentation projector and the cyclic ion blaster) and a plasma rifle – all of which are attached to the Commander with the same fittings as found on the plastic Crisis Battle Suit kits. This interchangeability makes the model eminently customisable, so that your Battlesuit Commander can swap weapons and be armed with any combination of guns and wargear that you have among the spares in your collection. **AT**

Full details for this month's releases are on page 46.

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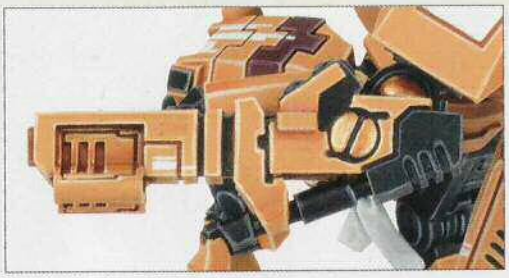
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4

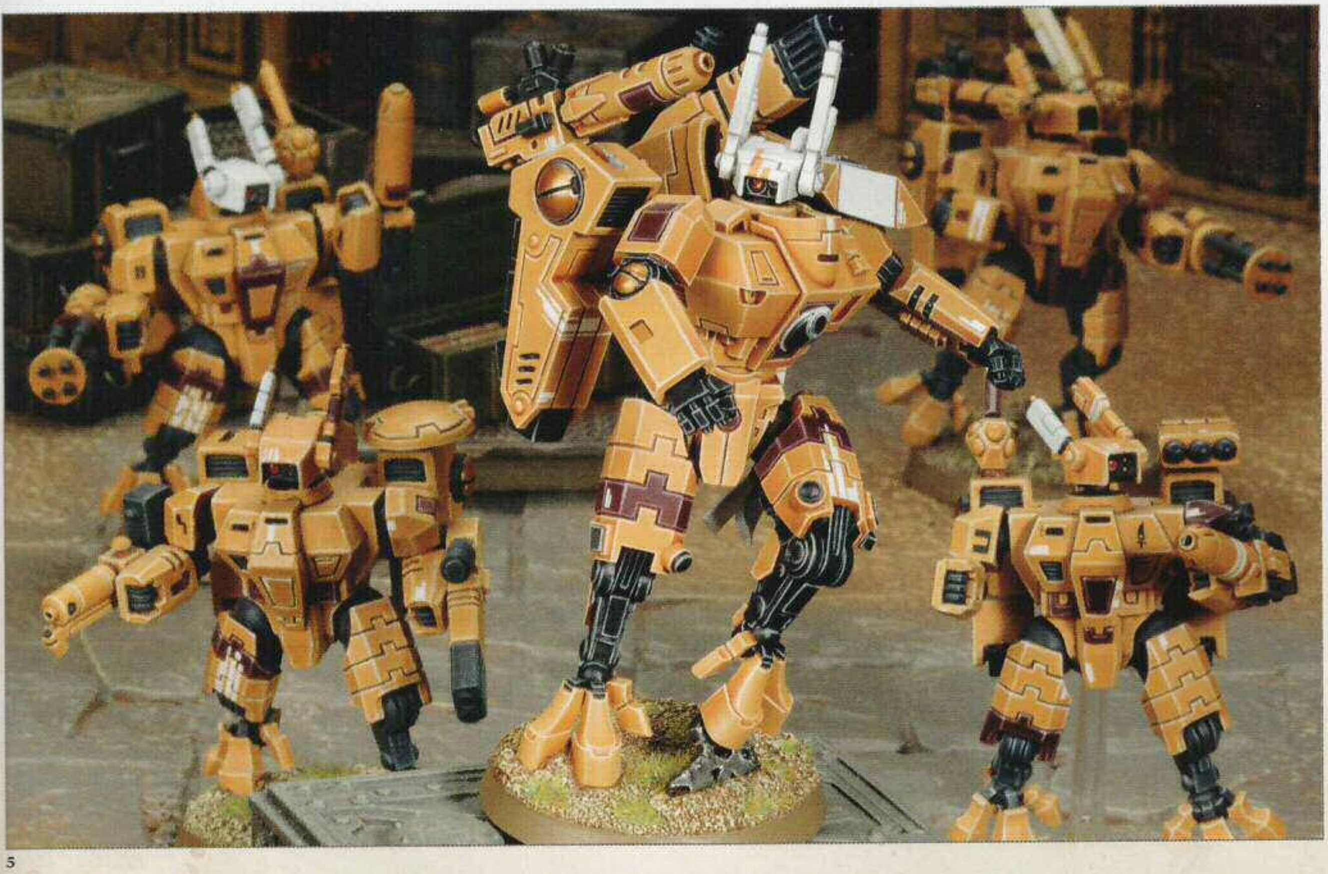
1 The Commander wears a bonding knife clipped onto his thigh, a sign that he is sworn to support his teammates through the direst of circumstances.

2 Tau Battlesuits have retractable hands that can be sheathed within the main arm – unusually, the Commander's suit has been modelled with his hands bared.

3 The cyclic ion blaster can spew out streams of high energy directly with a dazzling rate of fire.

4 The airbursting fragmentation projector launches a shell that explodes directly over the foe, scattering intelligent bomblets to cause maximum damage.

5 Flanked by a squad of Crisis Battlesuits, the Tau Commander takes the fight to the enemy.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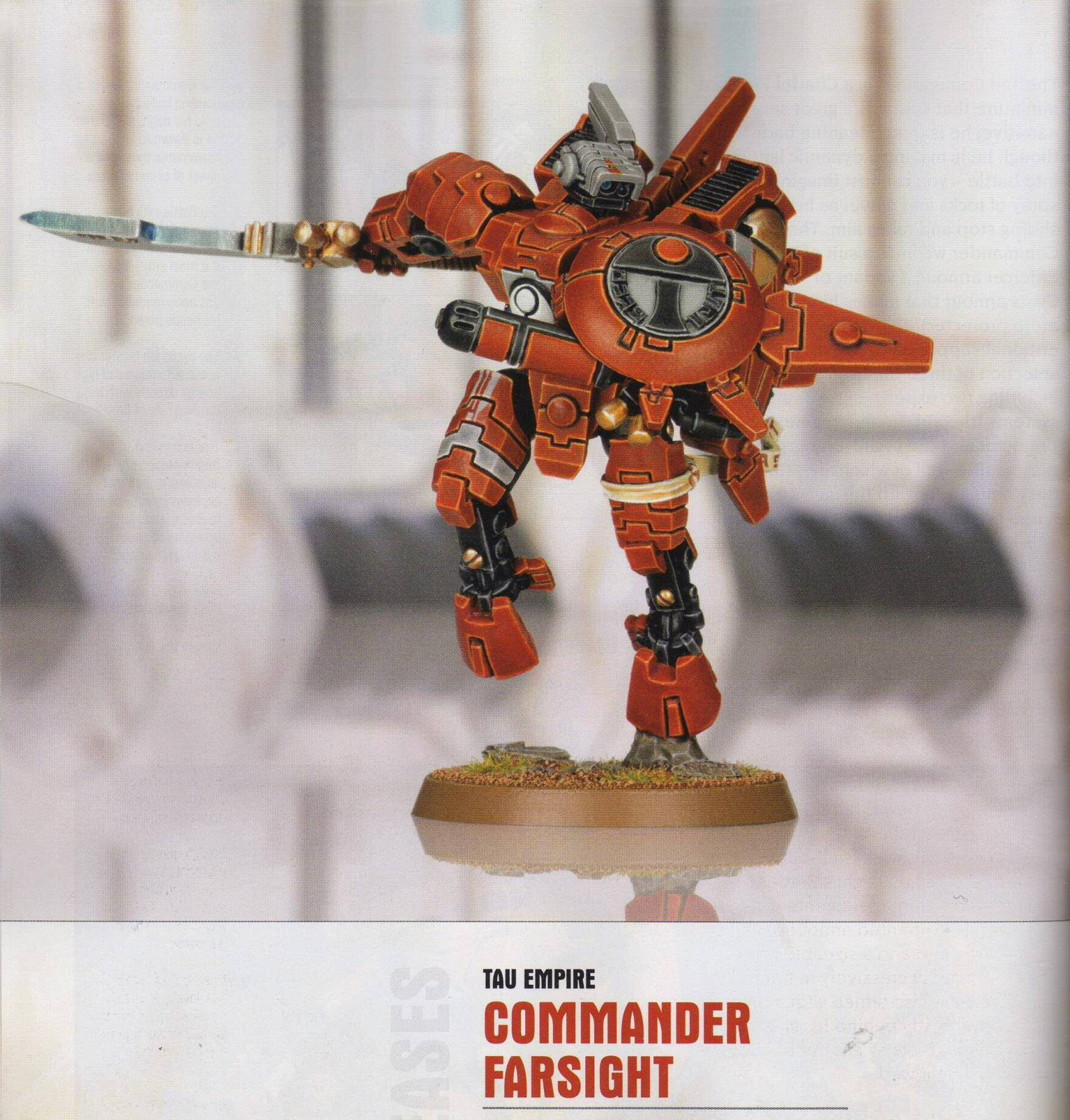
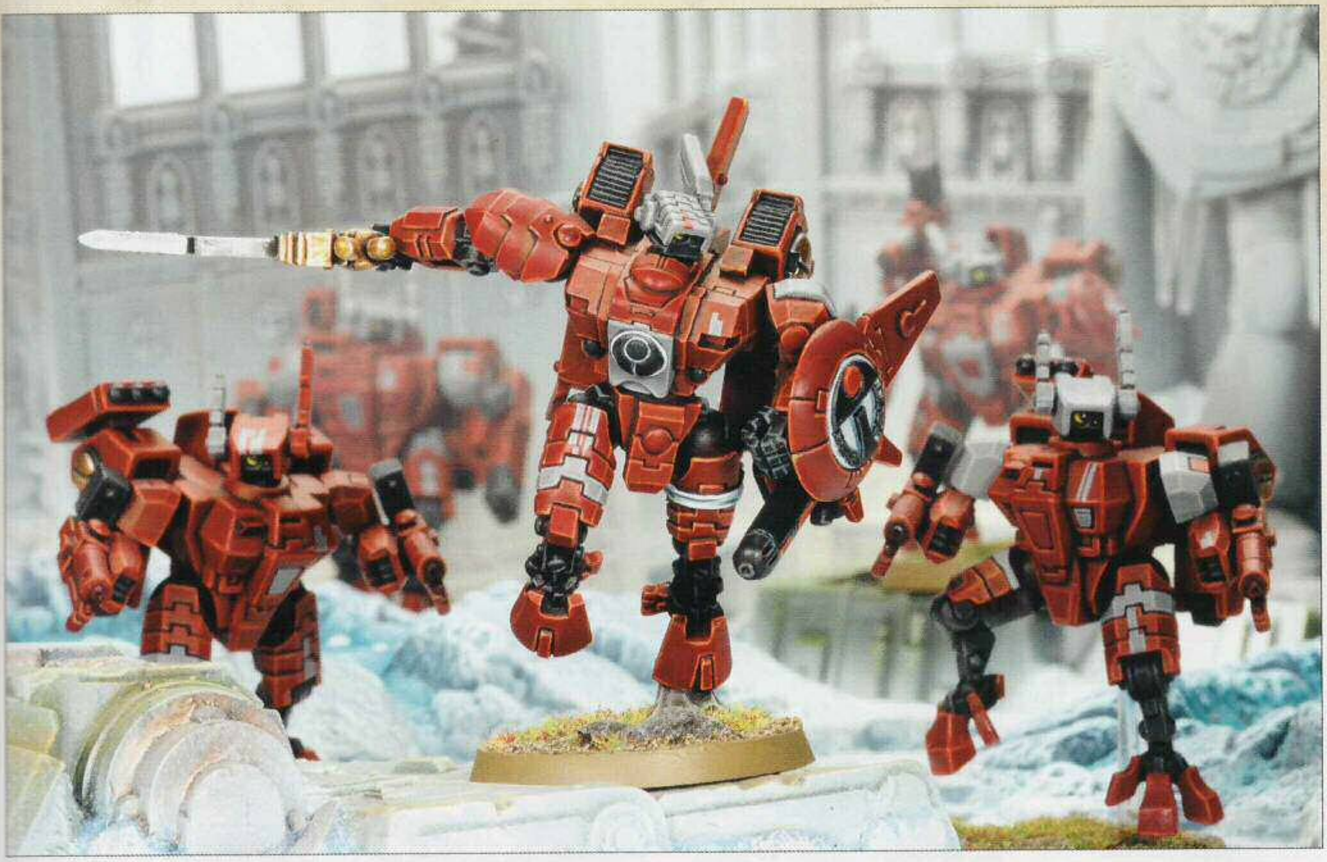


TAU EMPIRE

COMMANDER FARSIGHT

Perhaps the finest living Tau general, Commander Farsight is a renegade and a maverick, famed within the Tau Empire as much for his diversion from the traditional Tau strategies as for his tactical brilliance. Despite doubts about his loyalties, Farsight remains one of the Tau's greatest champions.



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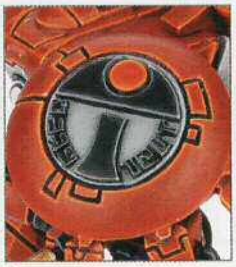
Commander Farsight is extremely unusual among the military leaders of the Tau Empire, and the new Citadel Finecast miniature amply reflects that. While personal customisation is all-but unheard of among the Tau, Farsight's Battlesuit features many unique elements such as overlapping segmented armour plates, a customised head and a sizeable power shield held out aggressively in front of him. Farsight is also armed with a plasma rifle, tucked neatly behind his shield, and a large power glaive swept out behind him as he charges forward.

The little details dotted around the model are, in many ways, what makes it stand apart from the other battlesuits – his jetpack has fins protruding from it that dramatically alter his silhouette, and from his thigh and sword-hilt flow delicately sculpted streamers. These lend him the air of a hero of legend, and as well as serving as an opportunity for freehand painting (as the 'Eavy Metal team have done on the model shown here) they also add to his sense of dynamic forward motion. **AT**



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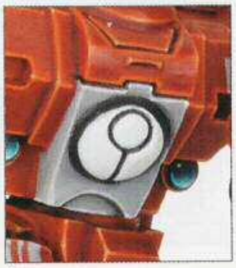

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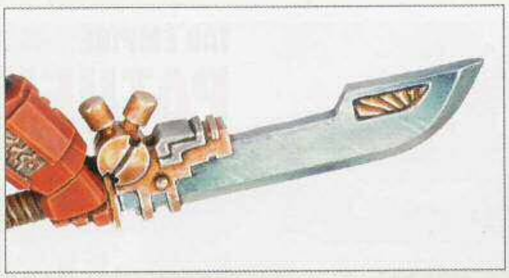

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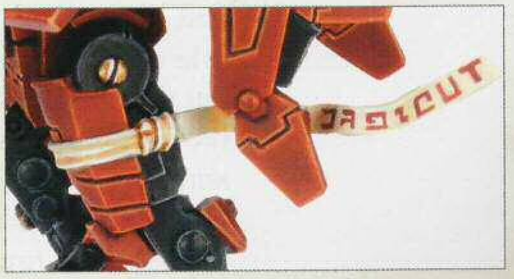


5

1 Farsight and his Bodyguard charge through the snowbound ruins at their enemy.

2 Farsight has his own personal heraldry – something highly irregular for any Tau – which he wears on his shield generator.

3 Questions of Farsight's true loyalty are easily dispelled by the symbol of the Fire Caste proudly worn on his chest.

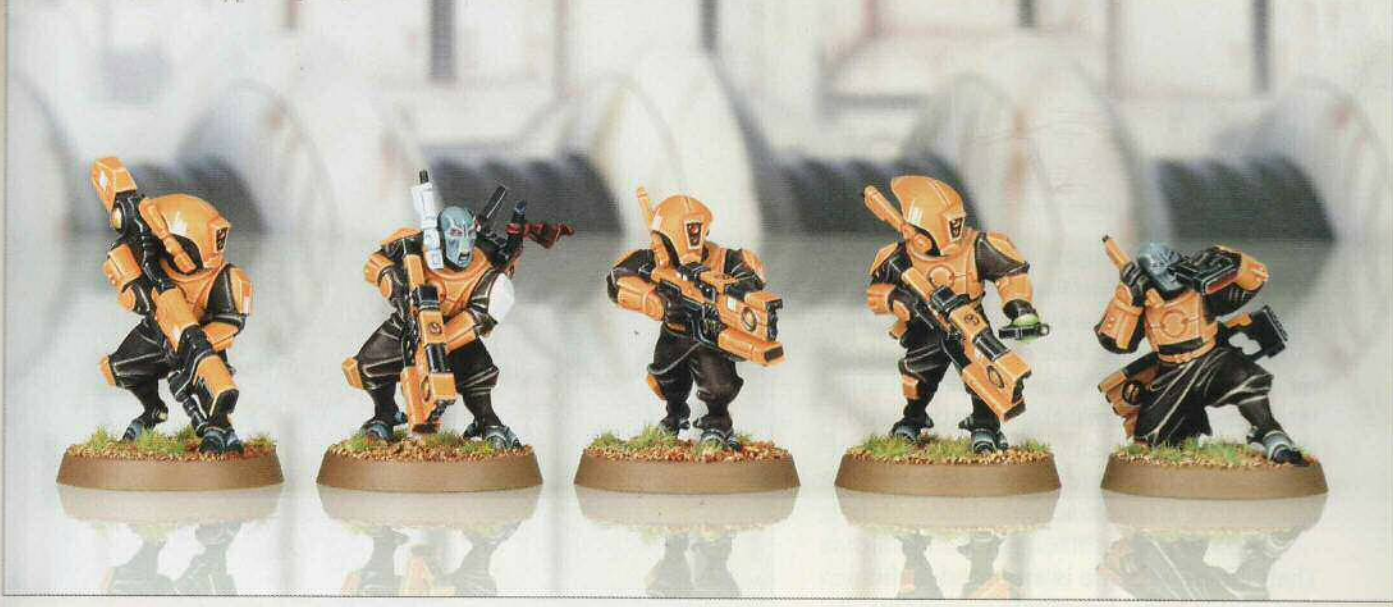
4 The Dawn Blade, a powerful alien artefact of unknown origins – Farsight wields this in combat to deadly effect.

5 The streamers that flow behind Farsight make it look as though he is rushing forwards. The 'Eavy Metal team have used the Tau alphabet from the Codex to write words upon them.

TAU EMPIRE

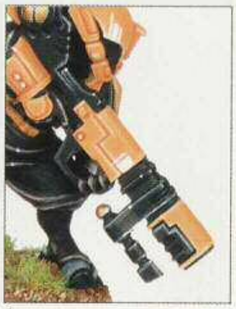
PATHFINDER TEAM

Pathfinder Teams are the eyes and ears of the Tau army. Their role is not to engage the enemy, but to maximise the efficiency of the rest of the cadre by markerlighting priority targets and sowing confusion and anarchy amongst the ranks of the foe.



Pathfinders are the most covert of all Tau units and this is clearly evident in the design of the miniatures – some are leaping forward as though running for cover, while others are kneeling or taking aim. Each set of arms is compatible with each body, allowing you to create hundreds of poses throughout the unit. There are also a staggering number of extras in this multi-part plastic set, from unarmoured heads, extra ammo packs and Drones to markerlights and rail rifles. Much enjoyment can be had finding different ways to combine all the pieces, the end result being a dynamic unit of ten highly individual Pathfinders that looks great on the battlefield. **DH**

Full details for this month's releases are on page 46.



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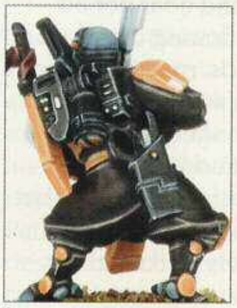

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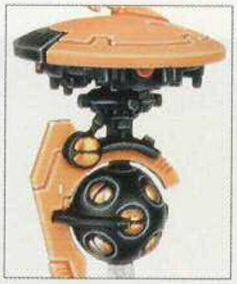

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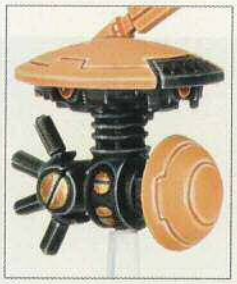

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1 The ion rifle is an experimental weapon that's exclusive to the Pathfinders.

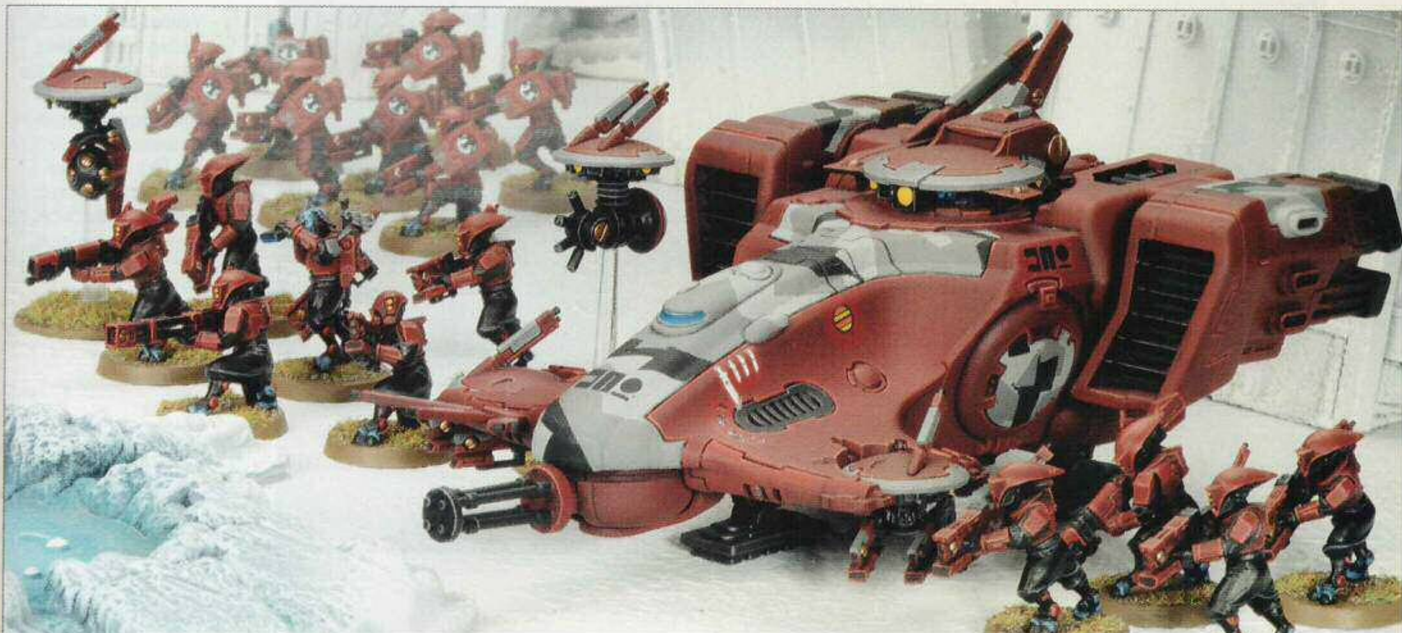
2 The unit Shas'ui has a backpack covered in extra equipment including ammunition packs, a pulse pistol and a Bonding Knife.

3 There are six different types of Drone that can be made from this kit, including the Grav-inhibitor Drone...

4 ...and the Pulse Accelerator Drone.

5 The Recon Drone can fit into the turret cupola of a Devilfish, providing communication relays and fire support.

5

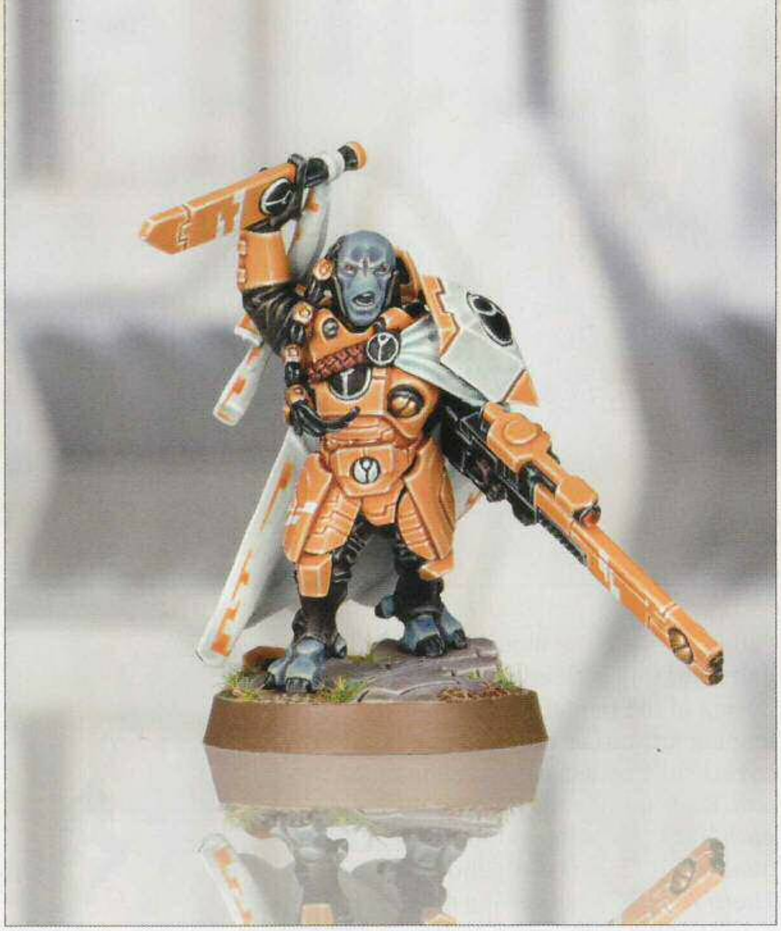


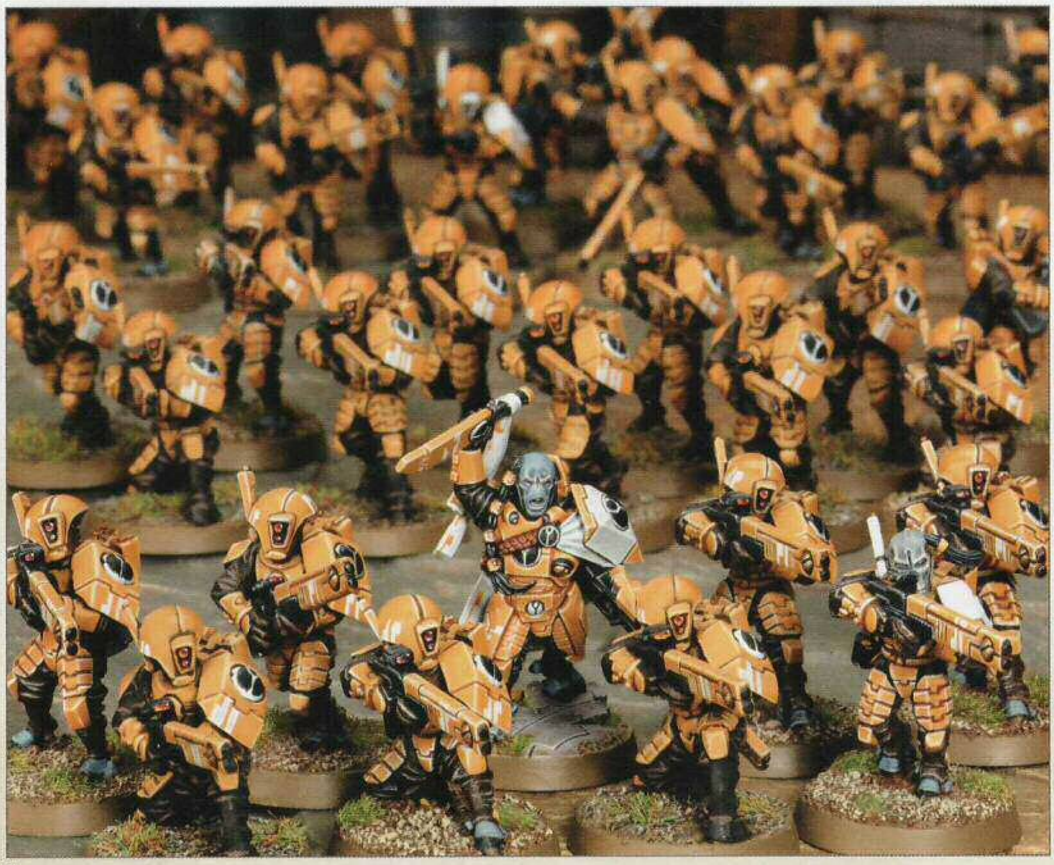
TAU EMPIRE

CADRE FIREBLADE

Fireblades are the most grizzled and battle-hardened Fire Warriors of their cadre (a combined-arms formation of Tau); expert field leaders and the masters of thousands of years of Tau martial teachings. Under a Fireblade's command, Fire Warriors unleash volley after volley of precision pulse fire to overwhelm even the toughest or most numerous of foes.

The Cadre Fireblade is mounted on his own scenic base, bearing the remnants of a ruined Tau structure and abandoned wargear on it. He has a flowing cape and a scalplock with four braids, marking him out as a hero of note, along with a ritual bonding knife still in its sheath, as tradition dictates. The Cadre Fireblade also wears a heavier design of Tau combat armour, with extra armour plates on the thighs and a considerably bulkier chest piece and backpack. **AK**





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1 With a Cadre Fireblade leading from the front, the massed ranks of the Tau Fire Warriors advance.

2 The Cadre Fireblade comes mounted on a modelled scenic base.

TAU EMPIRE
DARKSTRIDER

Sub-Commander El'Myamoto – more commonly known as Darkstrider – is a cunning tactician and a master scout, whose unconventional methods on the battlefield have earned him a fearsome reputation amongst his myriad enemies.

Darkstrider is posed with his legs braced slightly on the scenic base and his pulse carbine in a firing position at the hip, combining to give the impression that he is blasting away at the foe.

The Citadel Finecast miniature bears Darkstrider's signature system: a structural analyser. This device takes the form of an eye lens linked to a sensor mounted on his backpack. The model looks right at home leading a unit of the new plastic Pathfinders as well, sharing the same design of recon armour, pulse carbine and markerlight as the rest of the squad. **AK**

1

2

1 Darkstrider has a structural analyser linked to his heads-up display, allowing his squad to target the weak points of the enemy's armour.

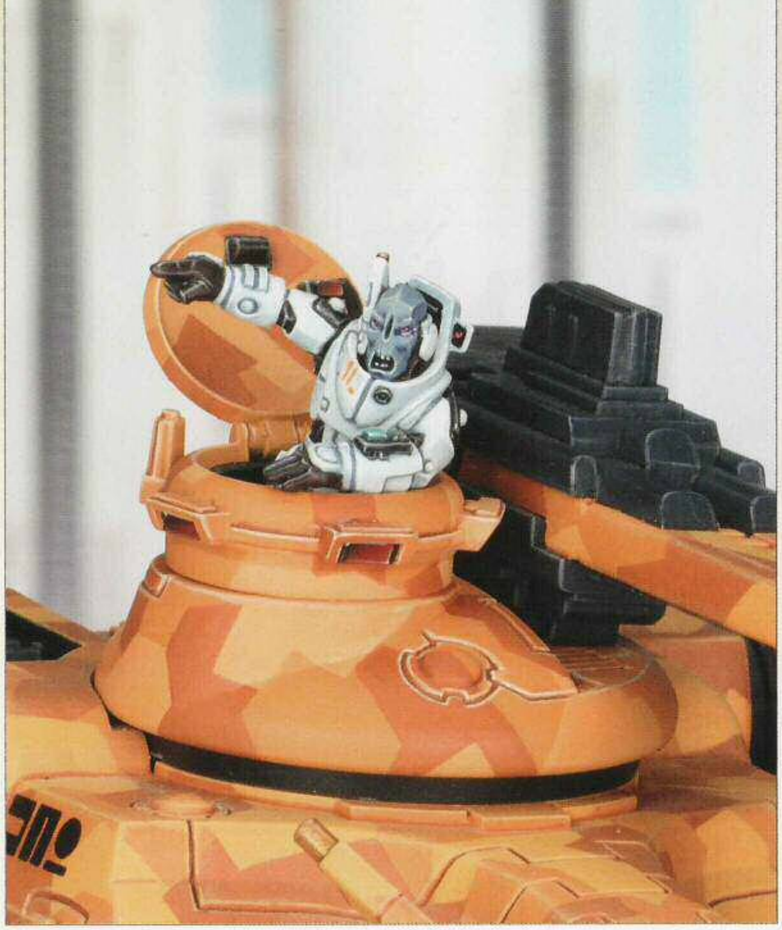
2 Darkstrider leads his Pathfinders into battle, setting a deadly ambush for the enemy.

TAU EMPIRE

LONGSTRIKE

Over the course of his glorious career, the Fire Warrior known as Longstrike has proven to be an unmatched Hammerhead Gunship pilot. With unerring accuracy and a deft touch he has reduced hundreds of enemy tanks to smoking ruins.

Longstrike is an unusual model, in that he isn't stuck to a base and lined up alongside the rest of your army. Instead he is an upgrade for one of your Hammerhead Gunships that you pop into the open turret. Longstrike wears a prototype XV02 pilot battlesuit, a form-fitting suit of armour that features a multitude of tiny details such as plug sockets, vents and a wrist-mounted control panel. Longstrike is modelled so that he is leaning on the cupola of his Hammerhead, pointing out directions to fellow Tau. He's a dramatic little model, who really adds a sense of character for one of your tanks. **AT**



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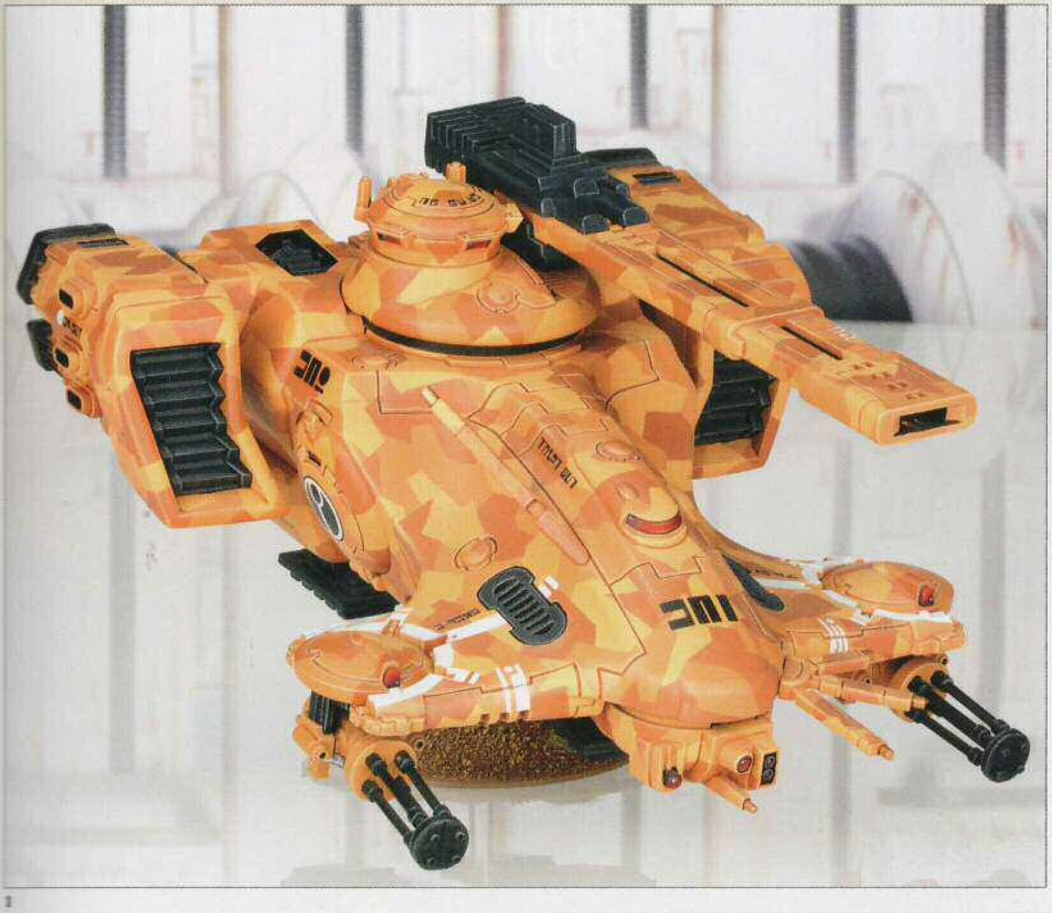
1 From the cupola of his Hammerhead Gunship, Longstrike provides encouragement to the nearby Tau tanks.

2 Longstrike wears a suit of XV02 armour, a technological marvel that enables him to interface with his Hammerhead Gunship, controlling it without the need for further crew members.

TAU EMPIRE

HAMMERHEAD GUNSHIP



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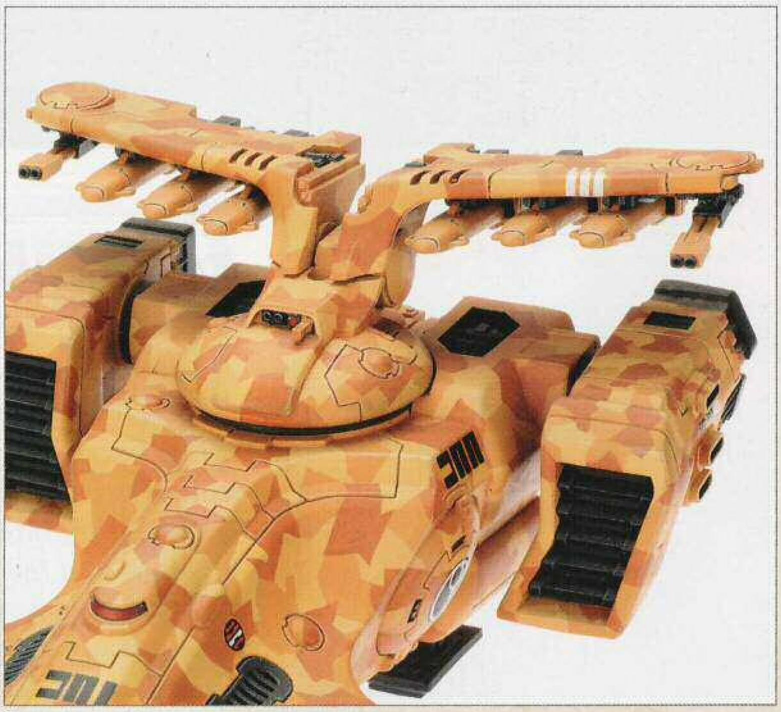
1 The Hammerhead Gunship is easily identified by its massive main gun, either a rail gun or an ion cannon – the model shown here sports the rail gun, one of the mightiest weapons in the Tau arsenal.

2 The Sky Ray Missile Defence Gunship sports a rack of six seeker missiles, with which it can target both ground and air targets.

The Hammerhead Gunship and Sky Ray Missile Defence Gunship offer fire support for the Tau armies. With their heavy weaponry and advanced targeting systems these gunships provide state of the art anti-tank and anti-air superiority for the troops on the ground.

A firm favourite among Tau collectors (and also an unholy terror on the battlefield), the Hammerhead and Sky Ray are imposing multi-part plastic models, battle tanks that look fantastic amid the ranks of Tau Fire Warriors and battlesuits, and that are emblematic of the Tau Empire's distinctive look. With this kit you can either build a Hammerhead armed with ion cannon or railgun, or a Sky Ray equipped with six seeker missiles and two networked marker lights. **AT**

Full details for this month's releases are on page 46.



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CODEX

TAU EMPIRE

Codex: Tau Empire is the latest Codex for Warhammer 40,000, a weighty tome packed with full-colour artwork, new units, a lavish gallery of painted miniatures, new background for the Tau race and a full army list. The Third Sphere Expansion has begun, and the Tau Empire is in the ascendant.

WARRIORS OF THE GREATER GOOD

1

1 The gallery found within the new Codex sports spectacular photography of the Studio collection, painted by the 'Eavy Metal team.

2 The history of the Tau Empire is explored in comprehensive detail through a fascinating background section.

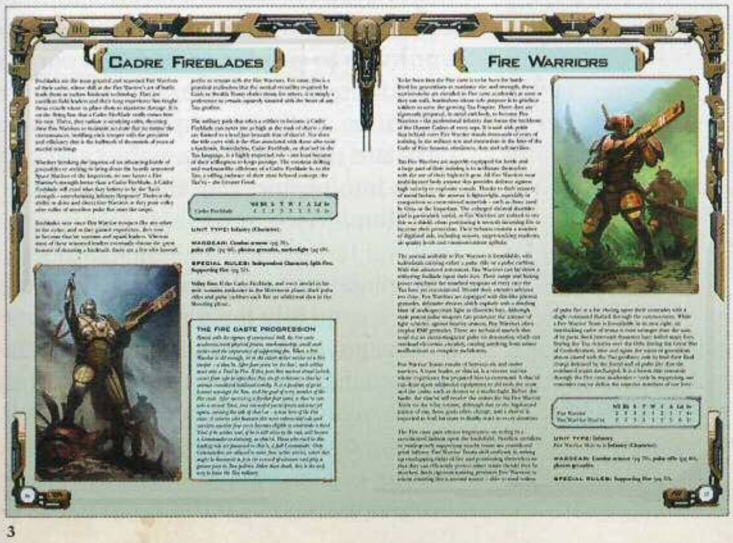
3 Every unit in the Tau force is detailed in its own bestiary entry, including the new additions such as the Cadre Fireblade.

4 Once again Ray Swanland has illustrated a glorious, inspiring Codex cover.

A NEW EMPIRE DAWNS

2

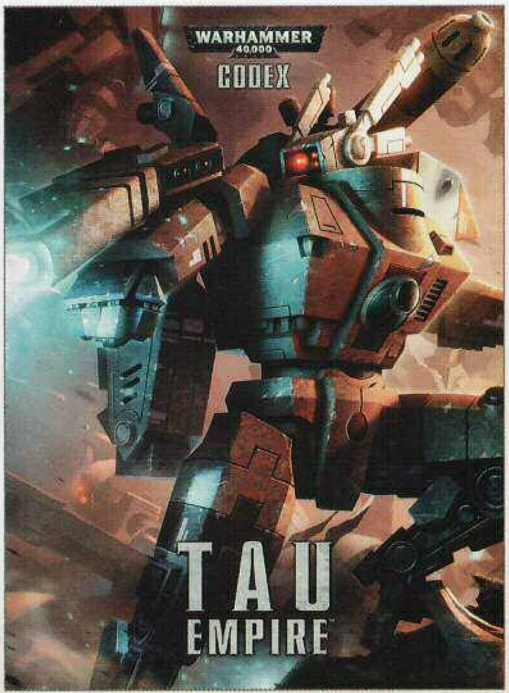
> **"You quickly get the impression from this Codex that the Tau Empire is nothing like anything you've encountered before."**



CADRE FIREBLADES

FIRE WARRIORS

3



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CODEX

TAU EMPIRE

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They may be the young upstarts of the galaxy, but the Tau are certainly going to make an impact with their new Codex. The design and feel of the book is very futuristic and alien, nothing like the dark gothic feel that often defines the Warhammer 40,000 tomes we're used to. It's defined by smooth lines and high technology, from the borders around the pages to the spot illustrations dotted throughout the book. The pages are very clean, very clinical and there's not a single skull in sight. It's refreshing but also a little unnerving; you quickly get the impression from this Codex that the Tau Empire is like nothing you've encountered before. You'd be right.

Codex: Tau Empire is a hardback, full-colour book and every inch of its 104 pages is packed with finely crafted words, gorgeous new artwork, beautifully painted miniatures or a combination of all three. It opens with what I think is a very creepy frontispiece, a striking departure from the colourful images we've previously been presented of the Tau. The book continues with a hugely expanded background of the Tau Empire, from their earliest recorded history right up to the Third Sphere Expansion that even now encroaches upon Imperial space. Jeremy Vetock has done an excellent job describing the Tau Empire's approach to galactic conquest, from their incredulity at the intolerance of the Imperium, to their exasperation with the Orks and their child-like naïvety when they come into contact with the Tyranids for the first time.

The miniatures gallery in the centre of the book is arguably the most colourful we've ever seen. Alongside the traditional Tau colour scheme used by the Studio army there's a host of different schemes to look at, from different camouflage patterns to unique sept markings. The gallery is not just inspirational and exciting, but

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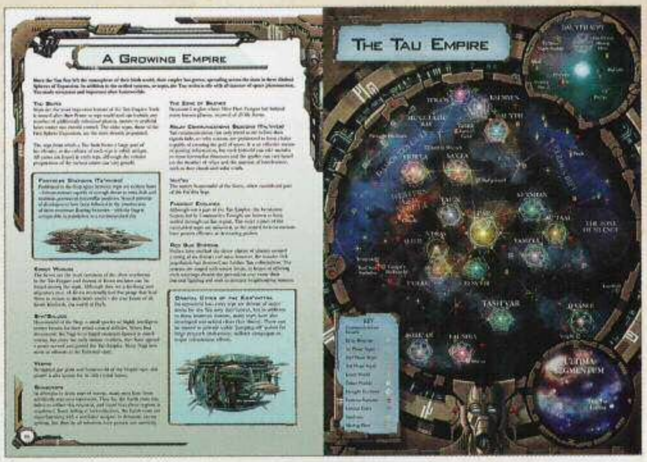
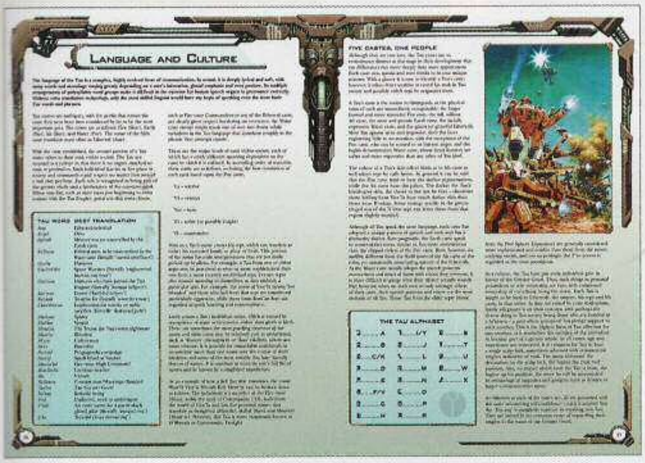


A GROWING EMPIRE

THE TAU EMPIRE

3



LANGUAGE AND CULTURE

4

5

informative too, showing you how to denote Tau ranks and apply sept markings to your collection of miniatures.

Then there are the guns. The Tau have always been renowned for their ferocious firepower and technological upgrades and this incarnation of the Codex is no different. They've got more (and bigger) guns than ever before, a huge range of outstanding technological upgrades and so many unit upgrades you'll be spoilt for choice long before you reach the end of the unit entry. Their new technology, combined with their army special rule – Supporting Fire – makes the Tau Empire a very exciting, dynamic and tactically rewarding army to collect and play. Existing Tau collectors will be overjoyed when they get this Codex in their hands, while those hobbyists not yet a part of the Tau Empire will quickly wish they were. **DH**

Full details for this month's releases are on page 46.

1 The Tau's alien allies, and the breakaway Farsight Enclave, are also covered in the Codex's gallery.

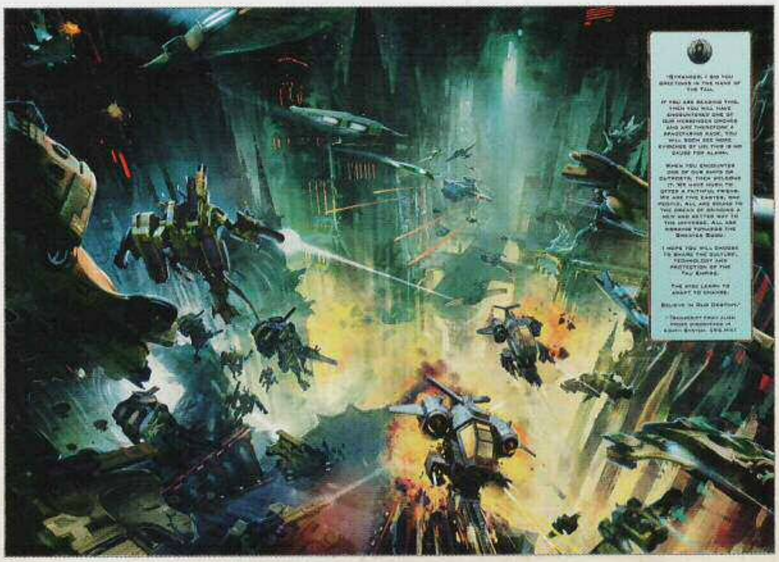
2 See the whole Studio army arrayed for war.

3 The Tau's place in the galaxy is explained with a detailed map.

4 The Codex also includes an insight into the language of the Tau.

5 See the schemes of other Sept Worlds and combat zones.

6 The book contains lots of full colour art. This piece is by Pedro Núñez.



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TAU EMPIRE

XV8 CRISIS BATTLESUIT TEAM

Crisis Battlesuits offer the perfect balance between reliable protection and deadly offensive capability. Jet packs enable XV8s to cross the battlefields in bounding leaps, bringing their powerful weaponry to bear where it is most needed.

This set contains three XV8 battlesuits and six Gun Drones, along with all the options you need to assemble them with some serious firepower. There are three each of plasma rifles, burst cannons, flamers and missile pods, as well as other optional auxiliary systems. These can be swapped and fitted between your Battlesuits to give you maximum flexibility. The multi-part nature of the models means that each Battlesuit can be posed in a variety of ways, modelled to appear either standing firm on the ground, or in mid-jump. **AT**

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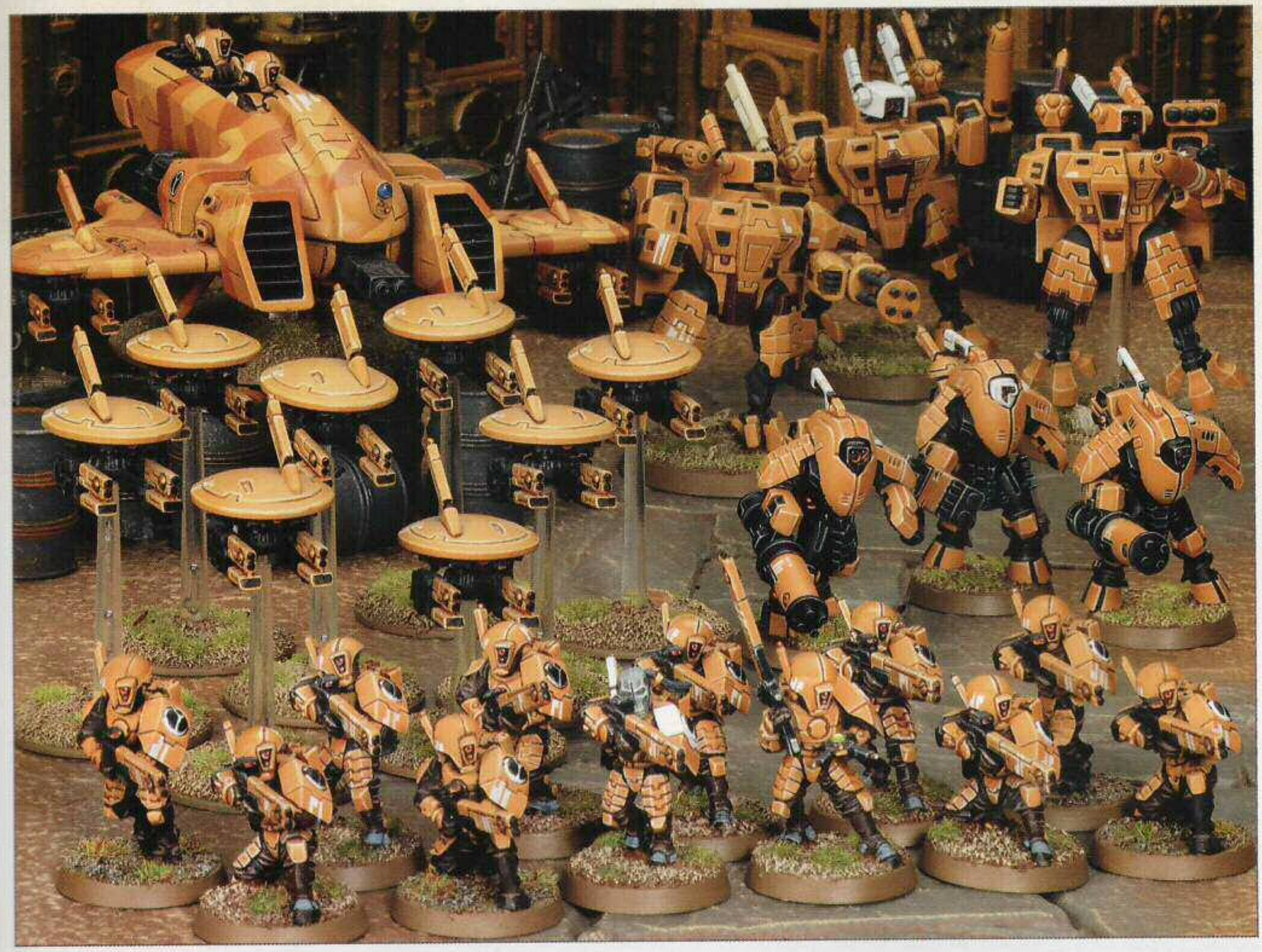
2

1 A Crisis Battlesuit Team responds rapidly to bolster the Fire Warriors.

2 The Battlesuit Team includes six Gun Drones, which provide valuable fire support to the squad with their twin-linked pulse carbines.

TAU EMPIRE

BATTLEFORCE



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Battleforces are undoubtedly the best way to start off a new collection, or indeed a great way to add a clutch of new models to your burgeoning army. Within the Tau Battleforce box you'll find a swathe of Fire Caste warriors to form the bedrock of a Tau Empire army. The set includes a 12-man Fire Warrior Squad, a three-man Crisis Battle Suit team, a three-man Stealth Team and a Tau Piranha. The set also contains eight Gun Drones, which can either be used as upgrades for the Shas'ui in the Fire Warrior Squad and for the Crisis Team or as a Gun Drone squad in their own right. There's enough modelling and painting potential in this set to keep even the most industrious Earth caste artisans busy for quite some time. **AT**

2

1 The Tau Battleforce includes a squad of Fire Warriors, a Stealth Team, a Crisis Battlesuit Team, a Piranha and eight Gun Drones (which can either be a squad or assigned among the units).

2 The Piranha serves as a formidable recon vehicle, capable of using stealth, speed and its fusion gun to take out heavily armoured vehicles.

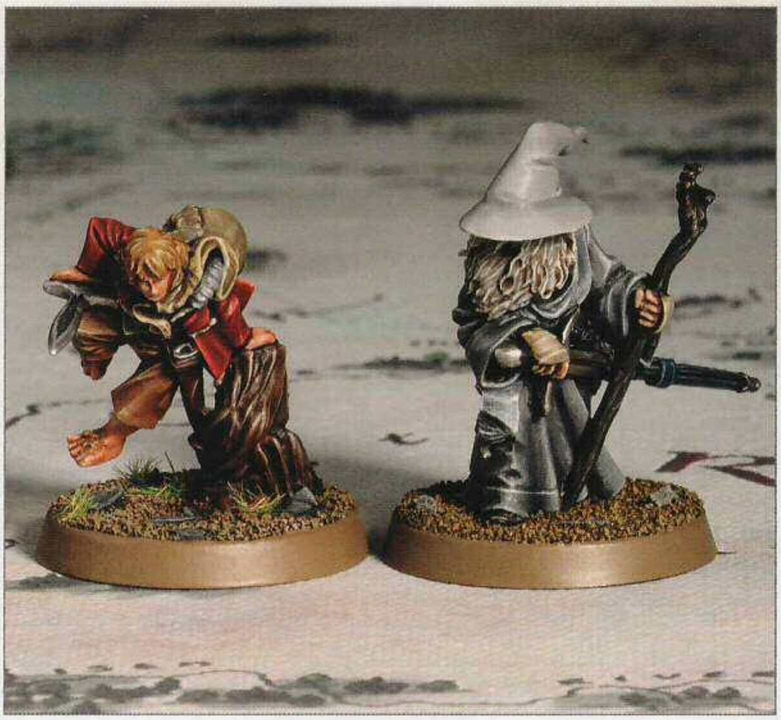
THE HOBBIT: AN UNEXPECTED JOURNEY

GANDALF™ & BILBO BAGGINS™

Throughout the course of their adventures the sage wizard, *Gandalf* the Grey, and the unlikely Burglar, *Bilbo Baggins*, become firm friends and trustworthy allies. Both are peaceful at heart, but willing to fight if their friends are in jeopardy.

This Citadel Finecast pairing includes *Bilbo Baggins* in an all-new action pose. *Bilbo Baggins* has his sword *Sting* drawn and is in the process of leaping over a shattered old tree stump. He is burdened down by a hefty roll bag and some carefully bound bottles. The model practically begs to be used in scenarios or dioramas that depict Thorin's Company fleeing through woodland. *Gandalf* is hunched low, peering out from beneath his (undeniably iconic) wide-brimmed hat with his sword, *Glamdring*, half-drawn from its sheath. **AT**

Full details for this month's releases are on page 46.



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1 *Gandalf* and *Bilbo Baggins* journey through the wilds.

2 *Bilbo Baggins* carries a roll bag and provisions.

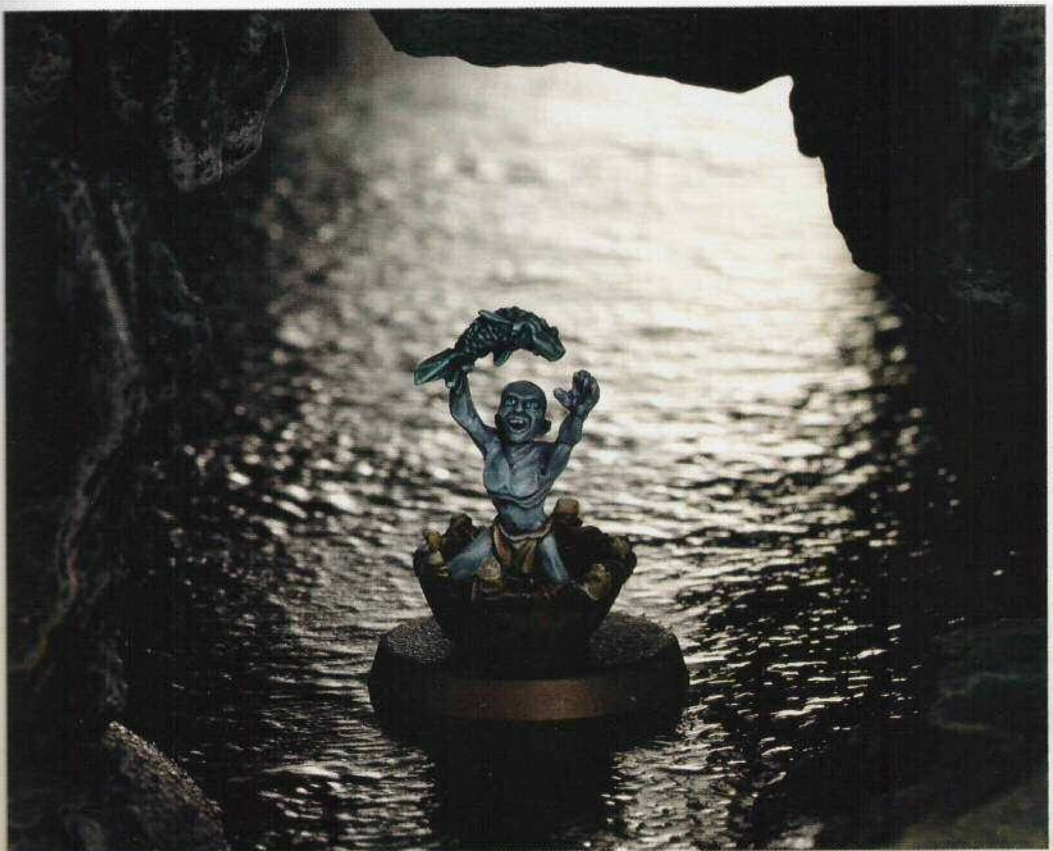
3 If you peek beneath the brim of Gandalf's hat, you can see his determined expression.

THE HOBBIT: AN UNEXPECTED JOURNEY

GOLLUM™

Having dwelled in the dark places of *Middle-earth* for many years, *Gollum* has become a hideous, hunched creature. But even one so twisted and corrupted by *The One Ring* as he can still find joy in catching a succulent fish to eat.

This charming miniature depicts *Gollum*, sat within his rickety coracle, in the act of plucking a fish from his pool beneath the Misty Mountains. Captured in Citadel Finecast, the wiry cave dweller's body is covered in intricate detail just waiting to be painted, such as the ribs protruding from his gaunt chest and the gleeful expression on his face – it's fair to say no victim of *The One Ring* has ever looked happier, with *Gollum* gleefully looking up at his prize catch. Speaking of the fish, it's sculpted with the same exacting details as the rest of the model, complete with fins, scales and bulging eyes. **AT**



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1 Deep beneath the Misty Mountains, *Gollum* happens upon a fresh, wriggling fish.

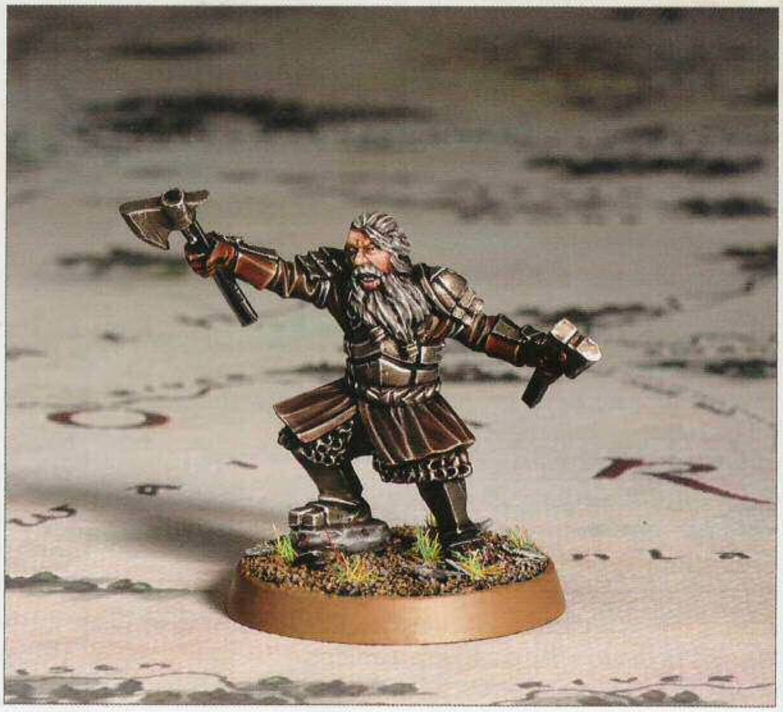
2 Gollum's face is euphoric as he gazes up at his slippery prize.

THE HOBBIT: AN UNEXPECTED JOURNEY

CAPTAIN OF EREBOR

When the Warriors of Erebor go to war they do so under orders of the Captains, who answer directly to their king. These Captains are the toughest, and most skilled of Erebor's soldiers, and can be relied on in even dire circumstances.

The Captain of Erebor has a pair of axes, which he is brandishing in a heroic pose, exhorting the troops around him into action. My favourite part of the model is his face, which shows him shouting out an order or warcry. The detail around his eyes is especially pleasing, with his eye lids clearly visible. Looking at the crisp detail of the Captain's face, and his heroic pose, there's absolutely no doubt that he's a leader – and he'll also look great alongside the Warriors of Erebor. His uniform matches theirs superbly, featuring the same style of cloth and armour plates with underlying chain mail. **AT**



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1 The Captain of Erebor leads his warriors against a horde of Goblins.

2 The Captain's face displays an incredible level of sculpted detail.

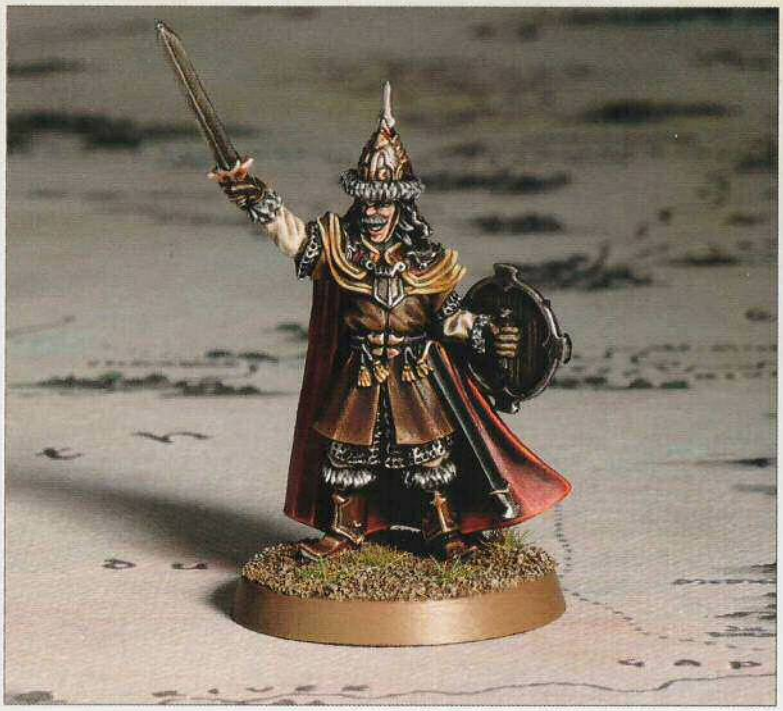
3 The Captain clutches two axes: a hand axe and a smaller throwing axe.

THE HOBBIT: AN UNEXPECTED JOURNEY

CAPTAIN OF DALE

Among the Warriors of Dale, City of Men, the elite are raised to the rank of Captain, where they oversee companies of men in battle. They are the best swordsmen, the bravest hearts and the first into the fight when their kingdom is threatened.

The Captain of Dale is a dashing figure, brandishing a longsword over his head and carrying a shield in his off-hand. The model is produced in Citadel Finecast, and sculpted to match the Warriors of Dale, with intricate details such as the embellishments on the shield and fur-lined helm. The Captain's face is a mask of vigorous heroism, giving full voice to his men – it's easy to imagine the war cry or challenge he is calling out. His armour and clothing are especially ornate, and his robes feature sculpted edgework; detail that is simple to paint, but looks great when furnished with simple techniques. **AT**



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1 The Captain stands firm against the Hunter Orcs.

2 The Warriors of Dale Captain's face is a vision of jubilation and resolve.

3 The shield is intricately sculpted, and bears a sigil of a pair of stylised fish at its centre.

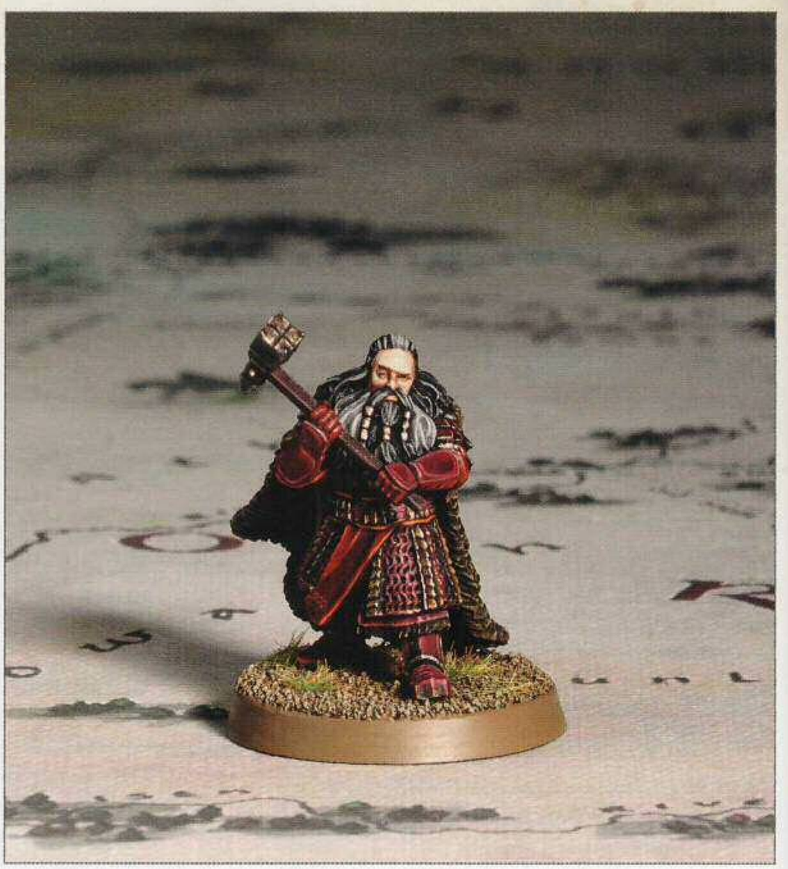
THE HOBBIT: AN UNEXPECTED JOURNEY

THRAIN

Before the fall of Erebor and Thrain's capture at the hands of the Necromancer, he was a vibrant, powerful warrior. He commanded a mighty army, and was a feared fighter in his own right.

Powerful and intimidating, the Thrain miniature is striding forwards with a massive war hammer clutched in his hands. He wears a striking cloak with a fur trim, the detail of which is beautifully captured – the difference in the texture where his hair crosses his fur collar is a fine example of this. Thrain is armoured from his feet to his collar with overlapping armour plates akin to those found on Grim Hammer Dwarves. His face is set in a fierce expression, exaggerated by the empty eye-socket, hinting at a lifetime of glorious battles. **AT**

Full details for this month's releases are on page 46.



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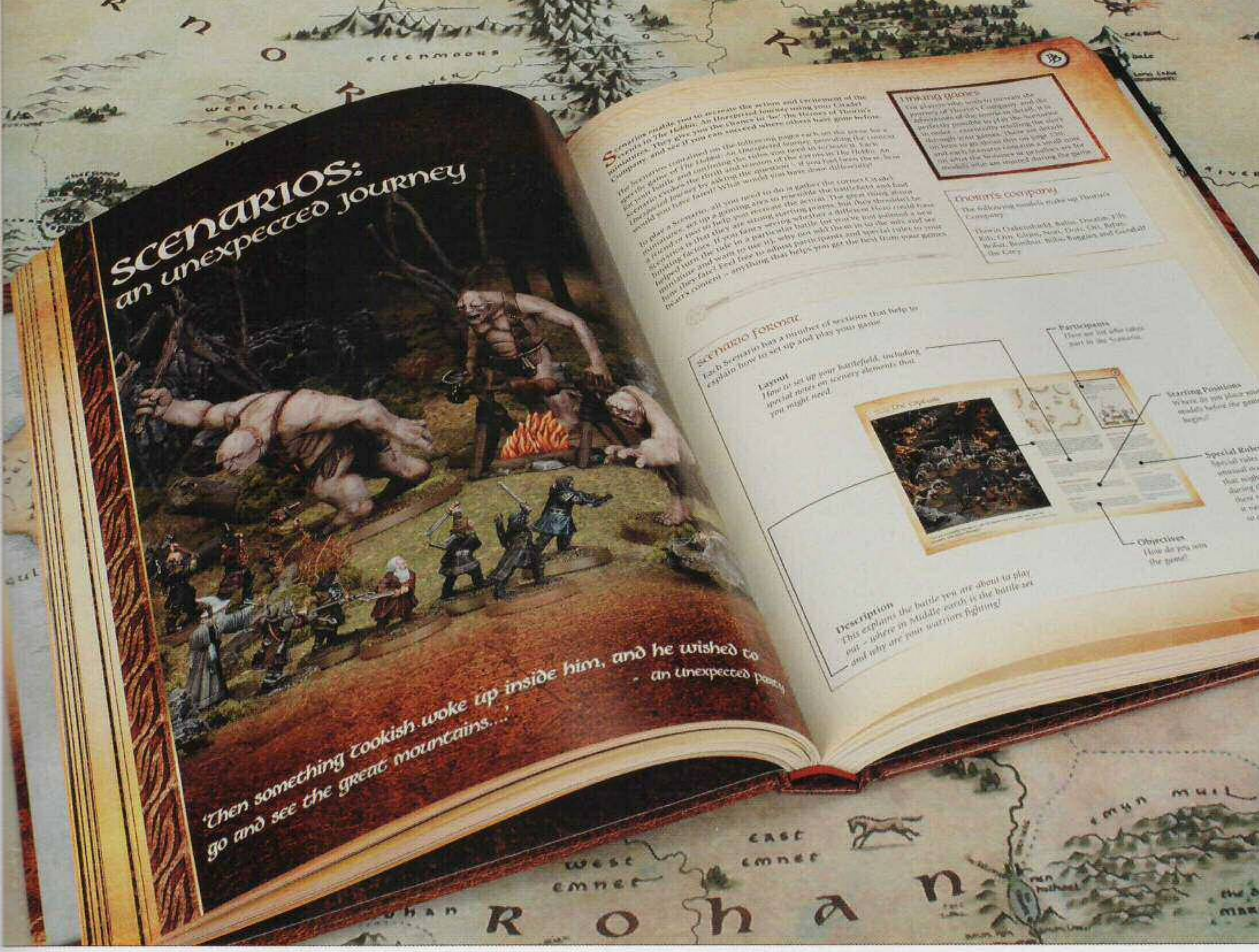
1 Thrain marches at the head of an army of Grim Hammers – stalking the ruins for their foes.

2 Thrain's face is framed by finely sculpted hair and beard (complete with metal clasps tying off the plaits). Perhaps Thrain's most notable feature is the empty eye socket, clearly visible within his scowling face.


Scenarios: an unexpected journey

'Then something Tookish woke up inside him, and he wished to go and see the great mountains...'

- An Unexpected Party

Thorin's Company

Scenario Format

Layout

How to set up your battlefield, including special notes on scenery elements that you might need

Participants

Starting Positions

Special Rules

Objectives

How do you win the game?

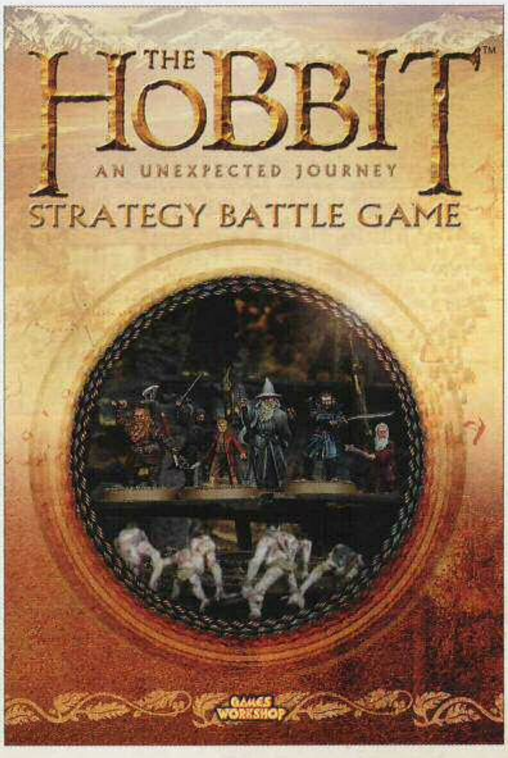
Description

This explains the battle you are about to play out – where in Middle-earth is the battle set and why are your warriors fighting!

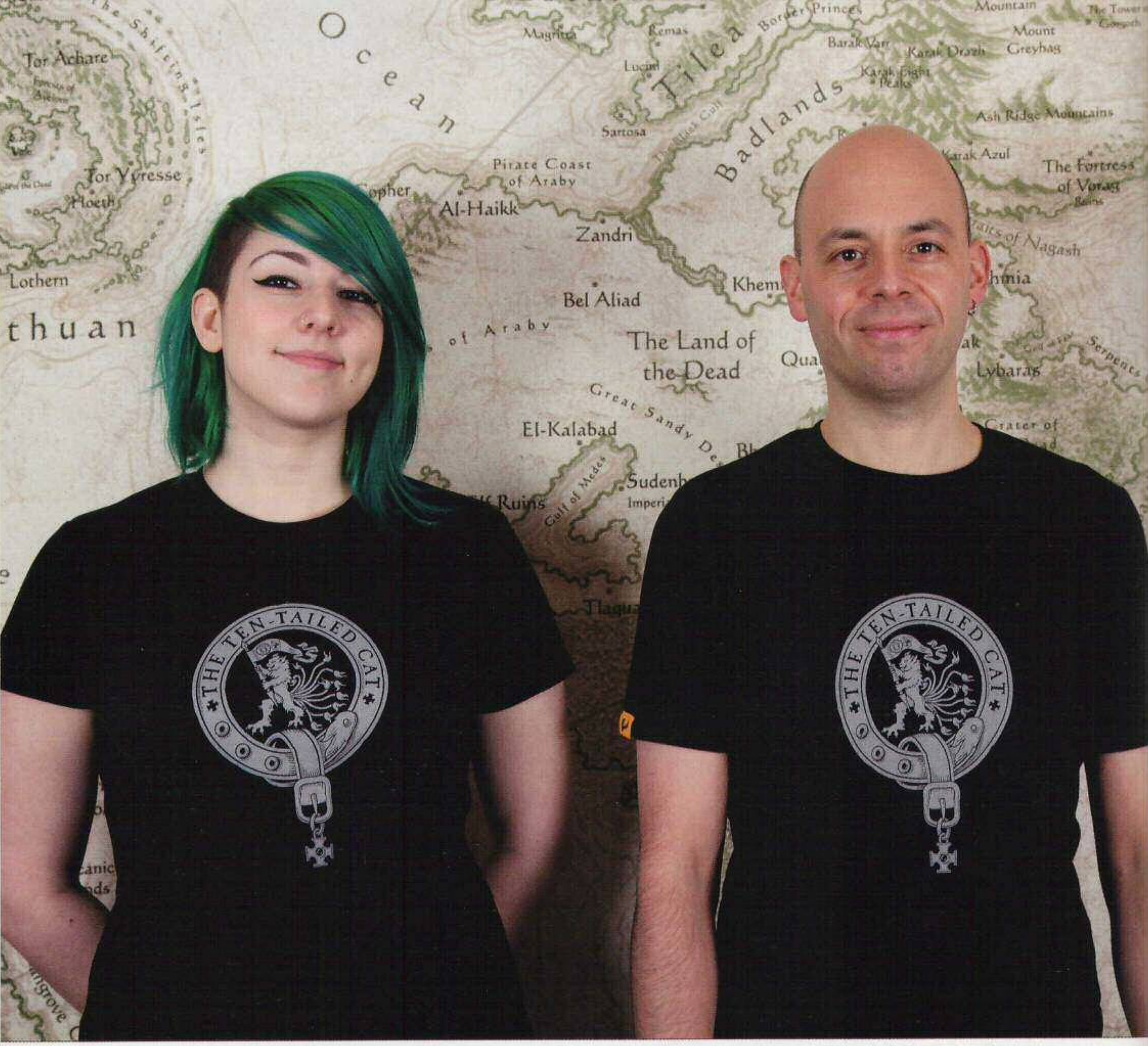
THE HOBBIT: AN UNEXPECTED JOURNEY
RULES MANUAL

Also available is the hardback rules manual for *The Hobbit: An Unexpected Journey* Strategy Battle Game. It's a mighty tome that runs to 288 pages, and between its gorgeous covers you'll find everything you need to go on epic adventures in the world of Middle-earth.

The rules themselves have been expanded over previous editions of the games, allowing for simple-to-play games full of tactical depth, complete with rules for all the characters from the film and *The Lord of the Rings*. There are also loads of scenarios to play and a hobby section that showcases all the amazing miniatures for *The Hobbit: An Unexpected Journey*, along with guides on how to paint them. This is a comprehensive resource indeed. **JB**



Glossy pages adorned with detailed bordering really give the Rules Manual an atmospheric feel; it's beautifully designed.

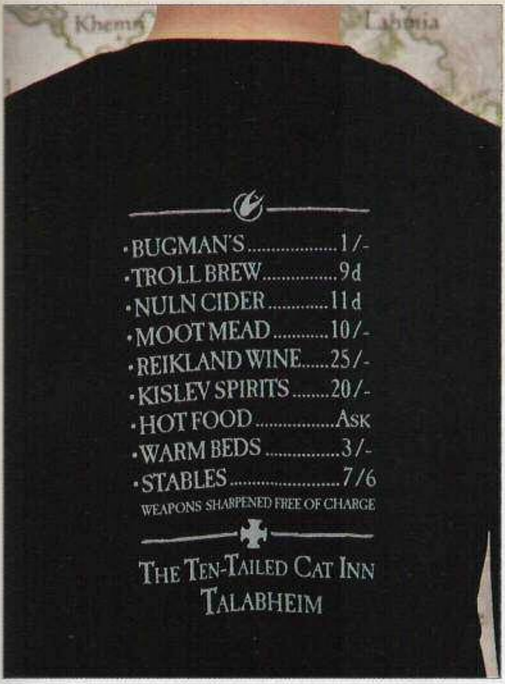


LIMITED EDITION T-SHIRT

THE TEN-TAILED CAT

"There are many drinking dens in Talabheim, but few are more notorious than the Ten-Tailed Cat. It is famous for its patrons and the stories they tell. Beware, though: the patrons are tough folk, and will not stand for one who enters without their own tale to tell."

- *Tales from the Ten-Tailed Cat.*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THE TEN-TAILED CAT INN
TALABHEIM

1

THE TEN-TAILED CAT
THE TEN-TAILED CAT

2

For a strictly limited time, White Dwarf is pleased to offer you this unique and exclusive Ten-Tailed Cat Limited Edition T-Shirt. It's made from heavyweight 240g ultra-premium 100% combed cotton. Each T-Shirt will be custom-made and printed for your order and will never be reprinted. The front carries the Cat's emblem holding aloft a banner bearing an image of the warrior maiden from the Talabheim's own flag. On the back, there's a handy guide to the establishment's most popular menu items. Each T-Shirt is also presented in a custom-printed Ten-Tailed Cat cotton drawstring bag.

SIZING AND HOW TO ORDER
You can buy this limited edition T-Shirt courtesy of our friends at Black Library at:

www.blacklibrary.com/whitedwarf

You'll be able to choose your size of T-Shirt at the website, which also has a sizing chart so you can order exactly the size you need, giving measurements for Small, Medium, Large, X Large, XX Large, XXX Large, XXXX Large and XXXXX Large sizes. As the T-Shirts are fitted and made to order, it's essential that you check your order size carefully; the best way to do this is to measure the width of your favourite T-Shirt laid flat.

AVAILABLE FOR A LIMITED TIME ONLY!
The T-Shirt will be available for a strictly limited time only. Please take note of the dates below. We will start taking orders on:

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Orders will close at midnight UK Time on:

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As each T-Shirt will be made and printed to order, this is your one and only chance to obtain this very special artefact from the Old World.

Remember, at midnight UK time on **Tuesday 9 April**, our private portal to the merchandise counter of Talabheim's most notorious inn will close for good, and this T-Shirt will never be reprinted. So head over to **www.blacklibrary.com/whitedwarf**, choose your size of T-Shirt, and make sure you don't miss out on this exclusive apparel from the most colourful drinking den of the Old World. And who knows, you may end up with your own tale to tell...

For pricing information, see the full release listings on page 46, or go to the Black Library website at:

www.blacklibrary.com/whitedwarf

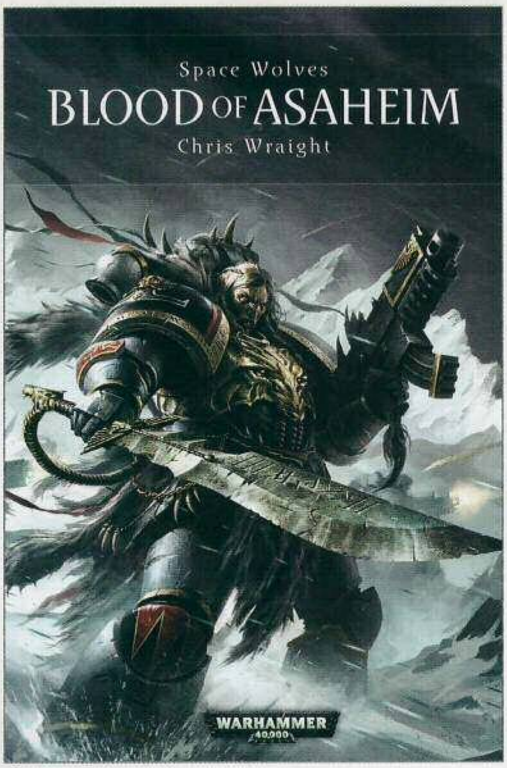
1 The reverse of the T-Shirt displays the menu from the Ten-Tailed Cat, plus what you can expect to pay for food and board.

2 The T-Shirt comes inside a Ten-Tailed Cat cotton drawstring bag.

BLACK LIBRARY

BLOOD OF ASAHEIM

By Chris Wraight, hardback, 320 pages



A squad of Grey Hunters is sent to defend a shrine world against the Death Guard, even as hidden tensions threaten their pack.

Chris Wraight is no stranger to the Wolves of Fenris, having written both the fantastic *Battle of the Fang* novel and the *Kraken* e-short, but in his latest novel, *Blood of Asaheim*, he starts off a new saga of the Space Wolves.

The central theme of *Blood of Asaheim* is the notion of brotherhood and what the concept of 'pack' means to the Space Wolves. The lens through which we view the dynamics of the pack is Ingvar Orm Eversson, a Space Wolf who returns to rejoin Járnhamar pack after a 50 year stint in the Deathwatch that has opened his eyes to life beyond Fenris. This return to the fold is a great device, allowing us to witness the Space Wolves from an outsider's perspective, as well as stirring up the delicate politics of the Space Wolves, exposing the churning, oftentimes violent relationships at a pack's heart.

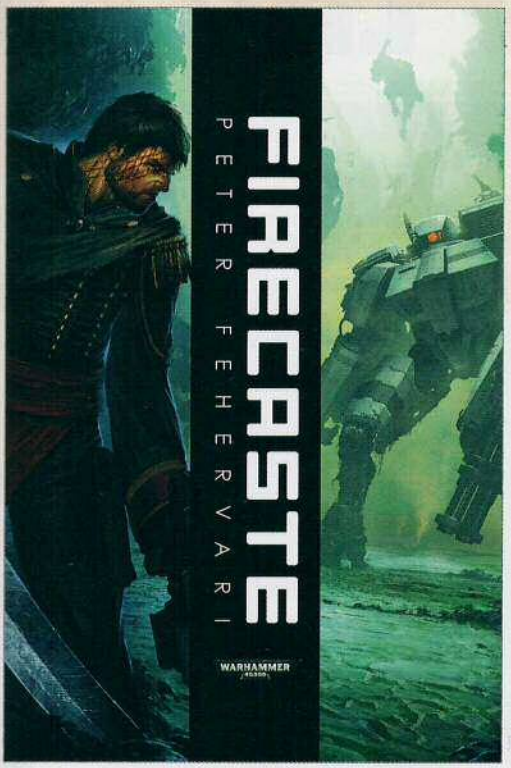
As well as Ingvar, Wraight has created a fantastic cast of characters to populate the pack, from hot-headed Hafloí, fresh from the Blood Claws and perpetually spoiling for a fight, to the cynical old dog Jormundur, the pilot of the pack's battered Thunderhawk *Vuokho* (who is almost a character in her own right). Of these, its the pack's leader, Gunnlaugur, who acts as the foil for Ingvar in much of the story. Once his closest friend, Gunnlaugur sees Ingvar's return as a threat to his leadership and the palpable tension between them threatens the mission at times. Ingvar's other foil is not a Space Marine at all, but Sister Bajola of the Adepta Sororitas, alongside whom the Space Wolves must defend the shrine world of Ras Shakeh. There's no love lost between the Space Wolves and the Sisters of Battle, that much is clear from their first meeting, but the grudging respect and eventual friendship that forms between Ingvar and Bajola acts as a great counterpoint to the pack politics.

But the threat to the pack isn't entirely from within, as they are dispatched to fight the pestilent followers of Nurgle. And Wraight's really outdone himself in writing these foes, describing their diseased, grotesque and pus-ridden forms in horrifically exacting glory. I thought he'd find it hard to top the obese mutant fought early on in the book, into whose rolls of fat Gunnlaugur literally wades, until the pack get to grips with the Death Guard themselves later on. Not one to read while eating your tea, that's for sure, but definitely one to read once you've finished – perhaps with a flagon of mead? **AK**

These books and audio dramas are available in English language only.

FIRE CASTE

By Peter Fehervari, paperback, 416 pages



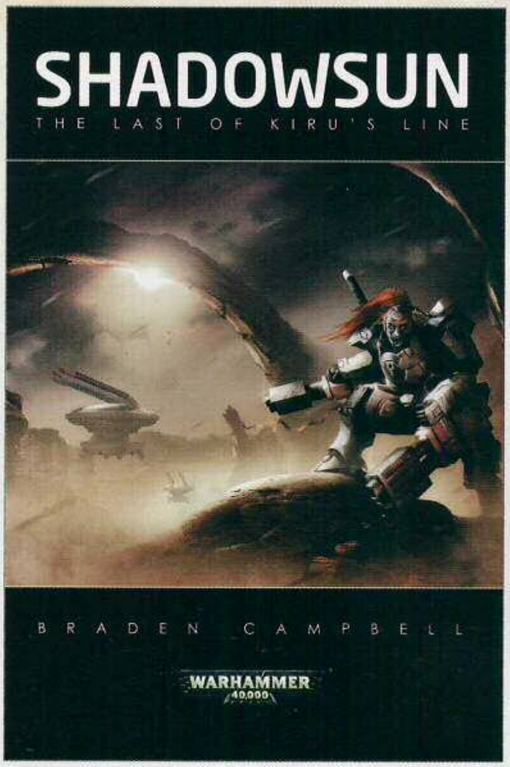
In the foetid, murderous jungles of Dolarossa the Imperial Guard of the Arkan 19th battle against treachery, the Tau and themselves.

In *Fire Caste* Peter Fehervari tells the tale of the Arkan Confederates, a regiment of Imperial Guard with a dark history – very dark, as it happens. Determined to redeem themselves the Arkan 19th arrive in the war zone of Dolarossa ready to fight, but are quickly mired in the surreal politics stymying the war effort. What follows is bloody and brutal as the unconventional Arkan soldiers battle the native population, the Tau and even their fellow Imperial Guardsmen.

Throughout *Fire Caste* Fehervari does a fine job of keeping you guessing as to where the story will go next, where the loyalties of the various factions really lie, and how the struggle will conclude. The battles are vicious and well told and the Arkan (who are strongly styled after the Confederate army of the American Civil War) are as entertaining as they are unconventional. **AT**

SHADOWSUN

By Braden Campbell, hardback, 112 pages



Commander Shadowsun is stranded on an Imperial world, beset on all sides by deadly foes and wracked with personal grief.

I'm always a little apprehensive about reading books from an alien perspective, but Campbell has done a great job of making this novella very much about the Tau and not about the Tau from a human point of view. Shadowsun is portrayed as a pragmatic and intelligent character, but she becomes increasingly aggressive as the story progresses – she's certainly no diplomat. While the story itself is a fairly standard cat-and-mouse style jaunt, the real sparkle comes from Campbell's descriptions of the Tau, how they interact with each other and how their technology works. Ever wondered what happens when a beam from a fusion blaster hits something? Well, you'll get a very good idea after reading this novella. Campbell is also wonderfully insightful when it comes to Shadowsun's battlesuit. Who'd have thought it could harbour so many interesting gadgets? **DH**

ALSO AVAILABLE

These books and audio dramas are also now on sale.

GOTREK & FELIX: THE FOURTH OMNIBUS

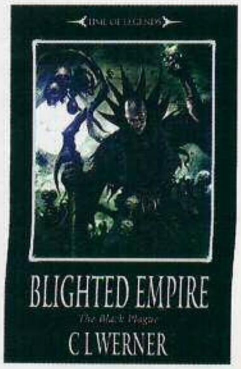
By Nathan Long, paperback, 385 pages

NATHAN LONG
GOTREK & FELIX
THE FOURTH OMNIBUS
WARHAMMER

The adventures of Gotrek and Felix continue as the Slayer seeks an honourable death.

BLIGHTED EMPIRE

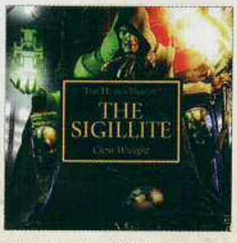
By CL Werner, paperback, 416 pages



C.L. Werner treats us to the second part in his Skaven Time of Legends series.

THE SIGILLITE

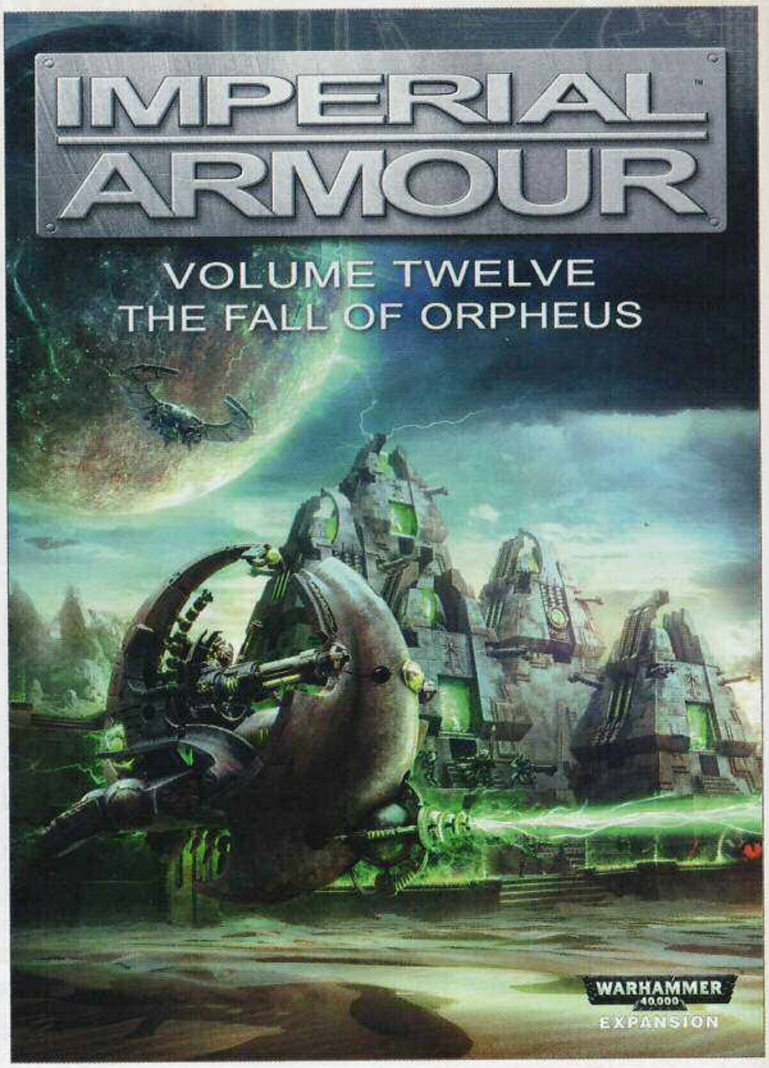
By Chris Wraight, audio drama



Malcador the Sigillite, first Lord of Terra, orchestrates another secret mission.

FORGE WORLD LATEST

Forge World makes highly detailed resin models, upgrade packs, large-scale kits and books for Warhammer and Warhammer 40,000. Here is a selection of their latest releases.



IMPERIAL ARMOUR VOLUME TWELVE: THE FALL OF ORPHEUS

On the outer edges of the Tempestus Segmentum, the Orpheus Sector faces the awakening of an incomprehensible horror. As the Necrons of the Maynarkh dynasty arise from their slumber, they commence the wholesale slaughter of the nearby Imperial worlds. Faced with such an implacable foe, Mankind's only recourse is to send warriors as grim and unflinching as the Necrons – the Death Korps of Krieg and the Minotaurs Space Marines.

Imperial Armour Volume Twelve contains all the detail and background of the brutal rise of the vicious and unstable Maynarkh dynasty, and their battle against the Imperium. It also introduces rules for using the new Necron units and how to recreate the events in the Orpheus Sector with a detailed campaign. On top of all of that, there is lots of beautiful imagery, photo art and colour plates of the protagonists. **AT**

Imperial Armour XII contains lots of new rules for your models, including a Dark Harvest army list for Necrons and the Death Korps Assault Brigades.

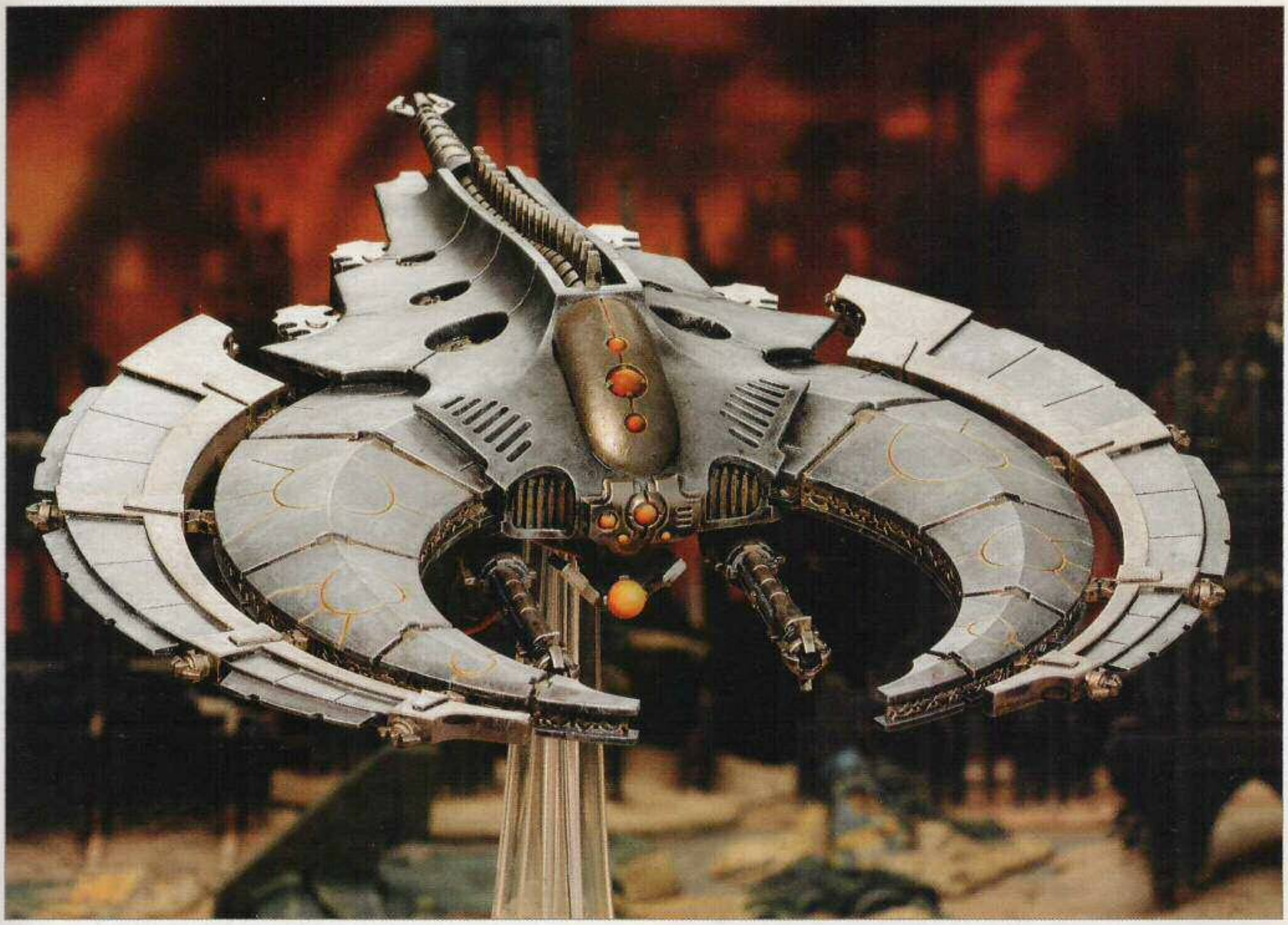
MINOTAURS CHAPTER ARMOURED VEHICLES

Lavishly illustrated and coloured plates detail the forces that take part in the battles within the Orpheus Sector, giving you an insight into uniforms and unit dispositions.

NECRON NIGHT SHROUD BOMBER

The Night Shroud Bomber is a deadly low-level ground attack craft, designed to swoop over the battlefield and obliterate ground targets with its tesla destructor and anti-matter bombs.

The kit includes a Night Scythe/Doom Scythe and all the resin components you require to build the model into a sizeable bomber with a lengthened tail and extended, armoured crescent wings. Beneath the Night Shroud's hull are a series of pods where the highly advanced weapon system generates anti-matter charges, which are unleashed onto the enemy below. The cockpit is concealed behind an armoured plate equipped with enhanced targeting equipment. **AT**



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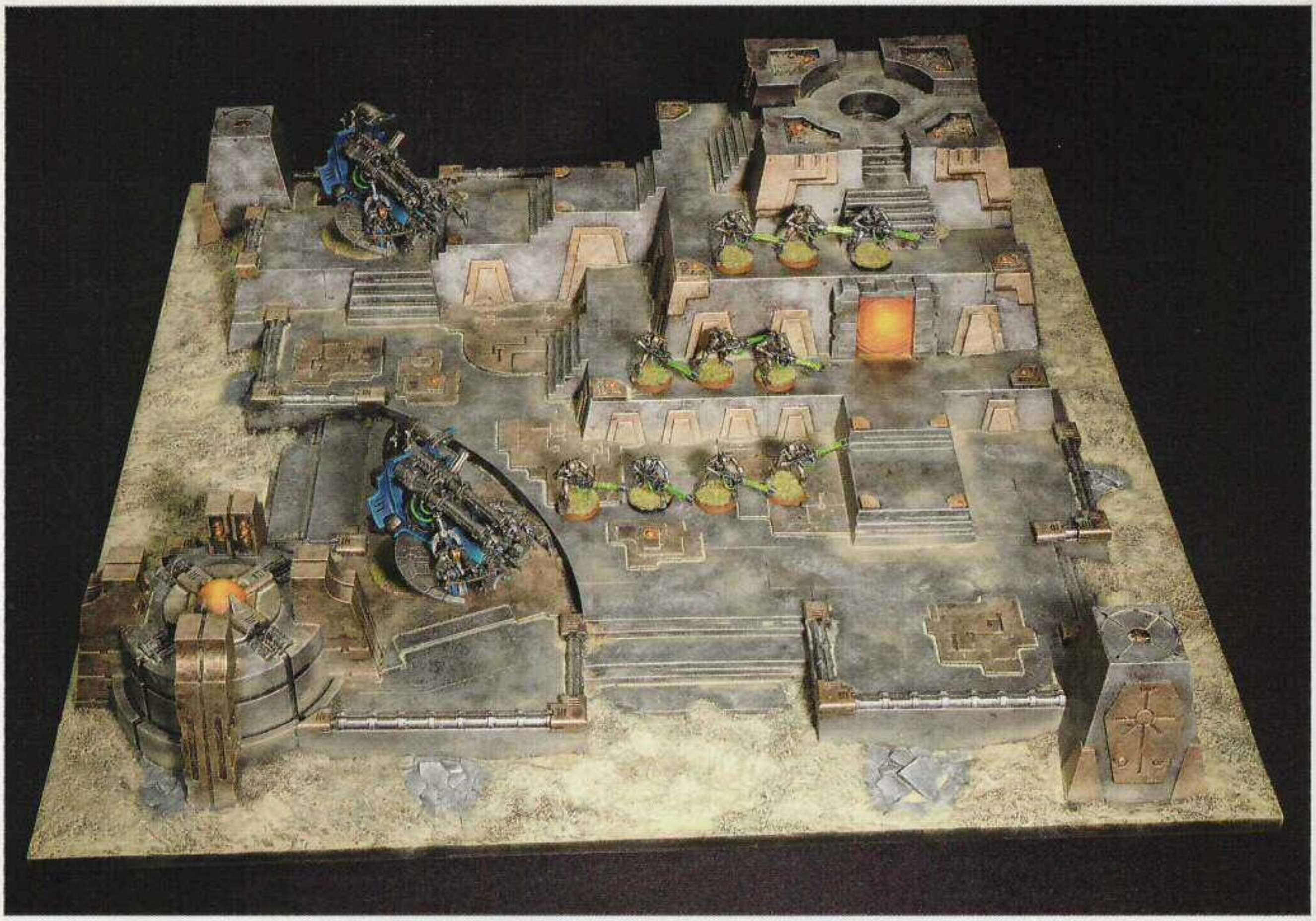
1 Beneath the hull of the Night Shroud Bomber you can see an array of anti-matter bombs ready to be unleashed.

2 A twin-linked tesla destructor with advanced targeting system is nestled beneath the Night Shroud's cockpit.

REALM OF BATTLE NECRON TOMB CITADEL

Across the galaxy, buried beneath the detritus of civilisations that have risen and fallen, lie the ancient tomb citadels of the Necrons – formidable fortifications that serve as bulwarks to the Necron armies.

This Realm of Battle tile depicts a raised ziggurat in one corner, with smaller turrets placed in the other three corners, all detailed to look perfect alongside your Necron collection. The edges of the board are textured like rough ground, so that it fits seamlessly into your Realm of Battle Gameboard. The board actually looks like the beginnings of a tomb complex has risen up from beneath the planet's surface – hinting at far greater mysteries still below the surface. **AT**



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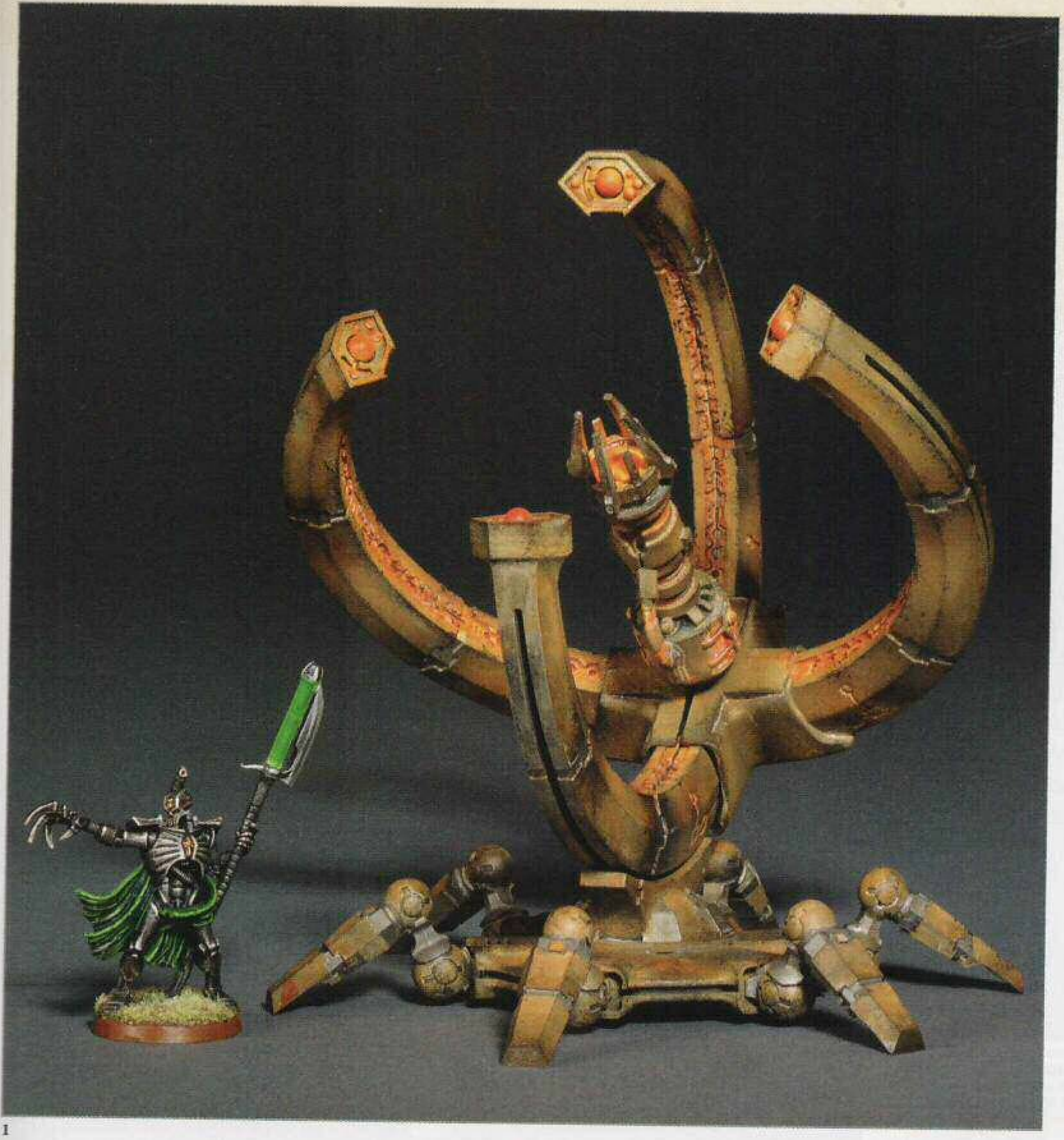
1 The ziggurat in the corner of the Necron Tomb Citadel tile is designed to perfectly fit the Necron Monolith.

2 The two small turrets mounted on the corners of the board can be equipped with the spare tesla destructors left over from a Necron Catacomb Command Barge.



1

1 A Necron Sentry Pylon armed with a gauss exterminator. This weapon can be swapped for either a death ray or a heat ray.

2 The death ray unleashes a blinding beam of arcane power that can carve through entire ranks of enemy warriors, reducing tanks and men alike to seared ash.

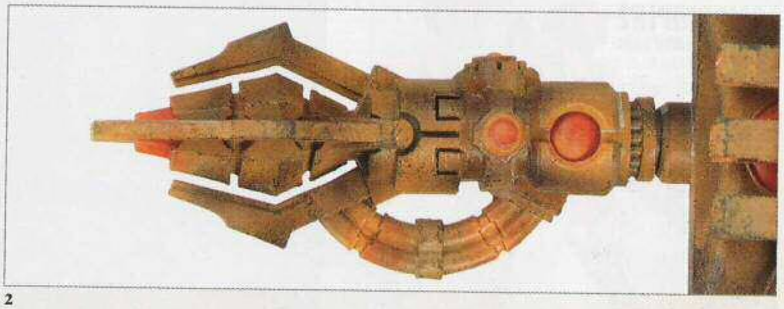
3 The heat ray is a multi-purpose fusion weapon that projects either a wide cone of lethal, boiling plasma or a single pulse capable of punching through any known armour.

Head on over to www.forgeworld.co.uk for prices, release dates and details on how to order all Forge World products.

NECRON SENTRY PYLON

Used as perimeter defence weapons around Necron fortifications and as air defence for armies, the Sentry Pylon can engage both ground targets and enemy fliers with equal and devastating effect.

The Necron Sentry Pylon is mounted on a rotating base so that it can turn easily and possesses a simple joint that enables it to spin and turn to face targets at almost any angle or axis. That alone makes the kit really good fun, as the model can be reposed in the middle of a battle, which looks great. The pylon can be armed with one of three weapons, either a gauss exterminator (shown in the main image), death ray or heat ray – enabling you to choose how to obliterate your foes. **AT**



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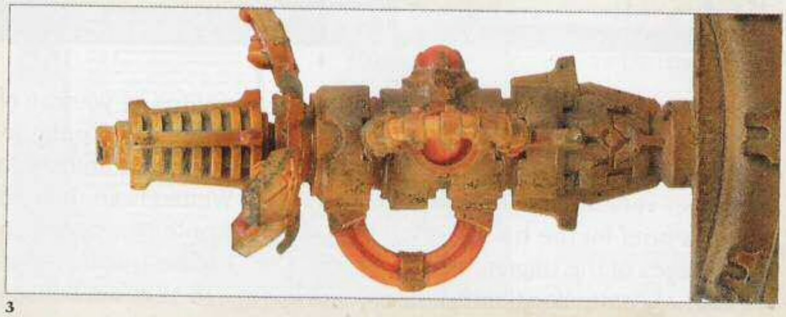


3

DIGITAL PRODUCTS

Games Workshop has a constantly expanding range of digital content available for you to download from the App store to your iPad. Each month we add something great – here's the latest.

WARHAMMER 40,000
CODEX
TAU
EMPIRE

Available on the App Store

Available on the iBookstore

Digital products, including White Dwarf, are only available in English. Apple Newsstand and the iBookstore are available in the App Store.

CODEX: TAU EMPIRE

Mobilise the highly advanced technology of the Tau with the new iPad edition of Codex: Tau Empire. Sporting all the fantastic content of the hardback book (see p24), including fabulous art, bestiary entries, all the new rules and army list, but also featuring 360° miniatures galleries and other interactive elements, it's a suitably futuristic accompaniment to the latest Warhammer 40,000 army release.

WHITE DWARF iPAD EDITION

WHITE DWARF
GAMES WORKSHOP'S MONTHLY MAGAZINE
WARHAMMER 40,000
WARHAMMER
CITADEL
THE HOBBIT: AN UNEXPECTED JOURNEY
APRIL 2013
TAU EMPIRE
FOR THE GREATER GOOD
GIANT 400th ISSUE

1

2

3

Now you can enjoy White Dwarf in a completely new way, via the iPad edition. It features all the great content from this, the paper version, but also includes a video debrief for the battle report and 360° images of the biggest releases and the Hall of Fame. You'll also find zoomable photos so you can check out all the new models and paint jobs in stunning detail, plus extra units in Army of the Month. The White Dwarf iPad edition is available via Apple Newsstand in the App Store and can be purchased as either a single issue or a 12-issue subscription.

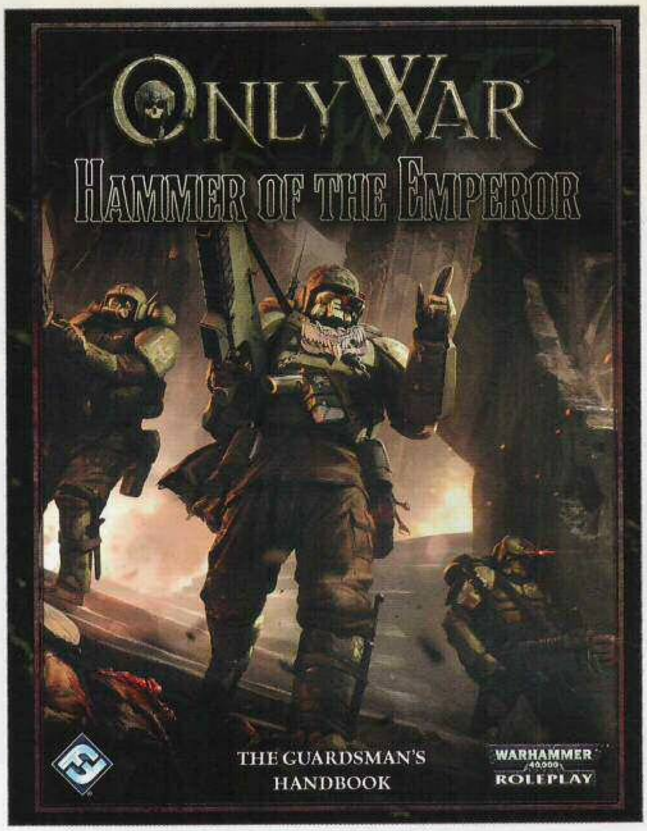
1 See the cover in gorgeous high resolution.

2 Battle reports in the iPad edition always sport a post-battle debrief video.

3 Many articles feature additional pictures.

LICENSED GAMES

Games Workshop has a number of partners who work tirelessly to produce great games set within the worlds of Warhammer and Warhammer 40,000. Every month they have something new to share.



FANTASY FLIGHT GAMES

The folks at Fantasy Flight Games are always busy releasing products for their various Warhammer 40,000 Roleplay games, and this month is no exception with a hardback, full-colour supplement for Only War: Hammer of the Emperor. It's a handbook for both gamesmasters and players alike, packed full of exciting new options for creating your own regiments and unique patterns of weapons, as well as options for advanced specialties so players and their comrades can take up even more specialist roles. Perhaps most excitingly, the book also contains famous regiments such as the Valhallan Ice Warriors and the Tanith First and Only. **AK**

II: ADVANCED FIELD TRAINING

SHARPSHOOTER

APTITUDES AND EQUIPMENT

1

I: HEROES OF THE IMPERIUM

VALHALLAN ICE WARRIORS

2

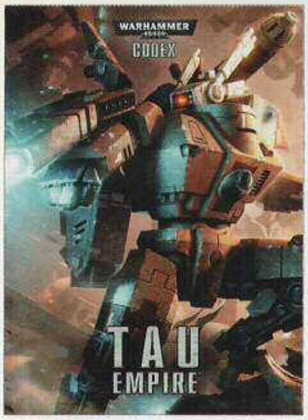
1 Hammer of the Emperor contains nine new advanced specialties that player characters can train in, from the Sharpshooter, a sniper beyond compare, to the Breacher, a master of siege warfare.

2 The book also contains loads of background for playing Imperial Guardsmen from such famous regiments as the Valhallan Ice Warrors, the Death Riders of Krieg or the 13th Penal Legion.

To find out more about Only War, make sure you go to fantasyflightgames.com.

FULL RELEASE LISTINGS

The products on these pages are available to advance order now, and will be released on Saturday 6th April 2013 unless otherwise noted. For more details visit: www.games-workshop.com.


WARHAMMER
40,000
CODEX
TAU
EMPIRE

CODEX: TAU EMPIRE

By Jeremy Vetock
104 pages
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TAU EMPIRE XV104 RIPTIDE BATTLESUIT

Sculpted by Matt Holland, Dale Stringer and Tom Walton
1 Riptide and 2 Drones
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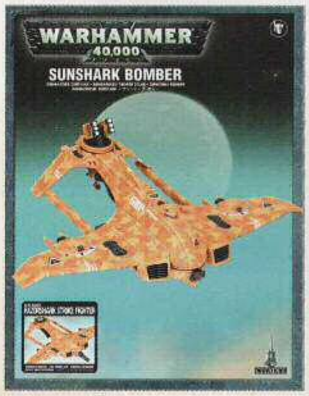
WARHAMMER
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SUNSHARK BOMBER

TAU EMPIRE SUN SHARK BOMBER/RAZORSHARK FIGHTER

Sculpted by Colin Grayson
1 Sun Shark/Razor Shark and 2 Drones
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Sculpted by Tim Adcock & Jes Goodwin
1 Hammerhead/Sky Ray and 2 Drones
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TAU EMPIRE PATHFINDER TEAM

Sculpted by Ed Cottrell and Matt Holland
10 Pathfinders and 3 Drones
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WARHAMMER
40,000
XV88 BROADSIDE BATTLESUIT

TAU EMPIRE XV88 BROADSIDE BATTLESUIT

Sculpted by Samir Battistotti and Matt Holland
1 Broadside and 2 Drones
£30, €40, 300dkr, 360skr, 340nkr, 150zł, USA $50, Can $60, 300rmb, ¥6100

WARHAMMER
40,000
XV8 CRISIS BATTLESUIT TEAM

TAU EMPIRE XV8 CRISIS BATTLESUIT TEAM

Sculpted by Jes Goodwin
3 Crisis Battlesuits and 6 Drones
£45, €60, 450dkr, 540skr, 500nkr, 225zł, USA $75, Can $90, 450rmb, ¥7000

TAU EMPIRE CADRE FIREBLADE

Sculpted by Dave Thomas
1 model
£12, €15, 120dkr, 140skr, 130nkr, 60zł, USA $20, Can $25, 120rmb, ¥2000

Pictures for illustrative purposes only. Product contents may vary. Products sold unpainted and unassembled. Certain Citadel products may be dangerous if used incorrectly. Prices correct at time of going to press, please contact us for current availability and prices. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

TAU EMPIRE XV8 BATTLESUIT COMMANDER
Sculpted by Edgar Ramos
1 model
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Sculpted by Matt Holland
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TAU EMPIRE DARKSTRIDER
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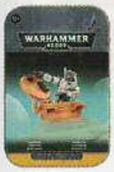

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Sculpted by Matt Holland
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THE HOBBIT: AN UNEXPECTED JOURNEY

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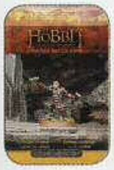

CAPTAIN OF EREBOR
Sculpted by Gaku Matsubayashi
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CAPTAIN OF DALE
Sculpted by Gaku Matsubayashi
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GANDALF™ THE GREY & BILBO BAGGINS™ (ONLINE ONLY)
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£20, €30, 200dkr, 250skr, 220nkr, 100zł, USA $35, Can $40, 200rmb, ¥4500

GOLLUM™ WITH FISH (ONLINE ONLY)
Sculpted by Alan Perry
1 model
£12, €15, 120dkr, 140skr, 130nkr, 60zł, USA $20, Can $25, 120rmb, ¥2500

Also available this month:

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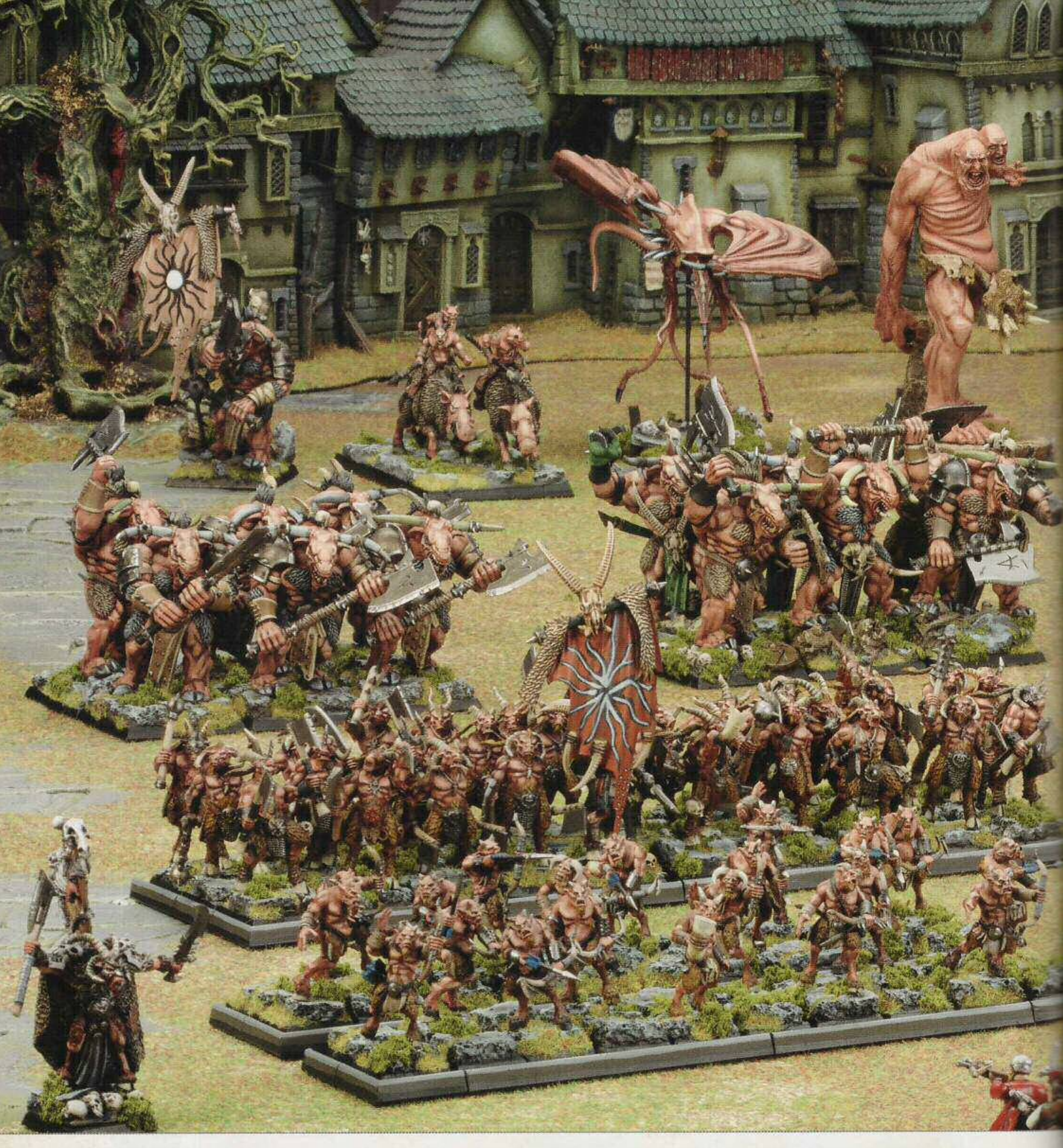
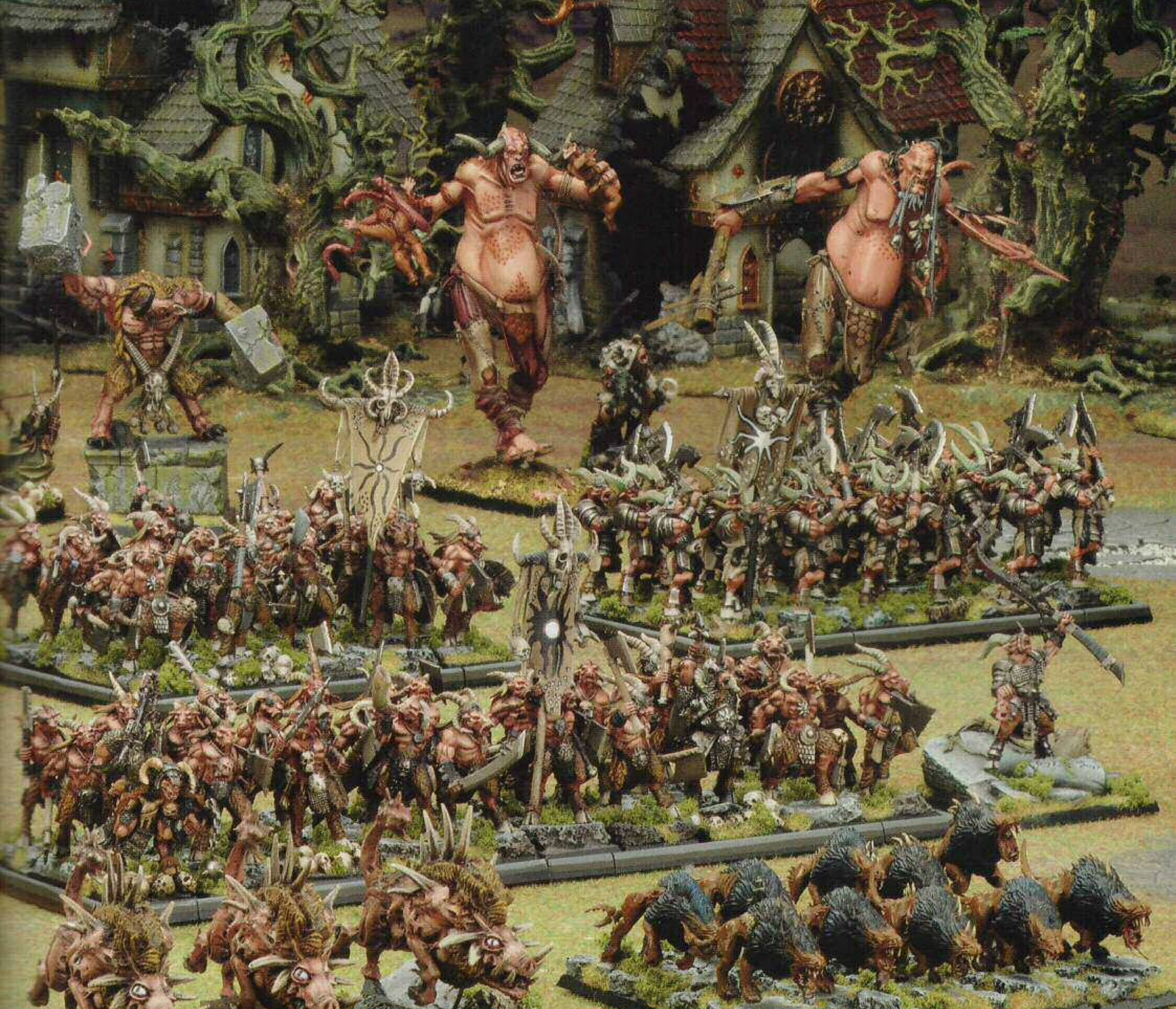


ARMY OF THE MONTH

RICHARD SHERLOCK'S BEASTMEN ARMY



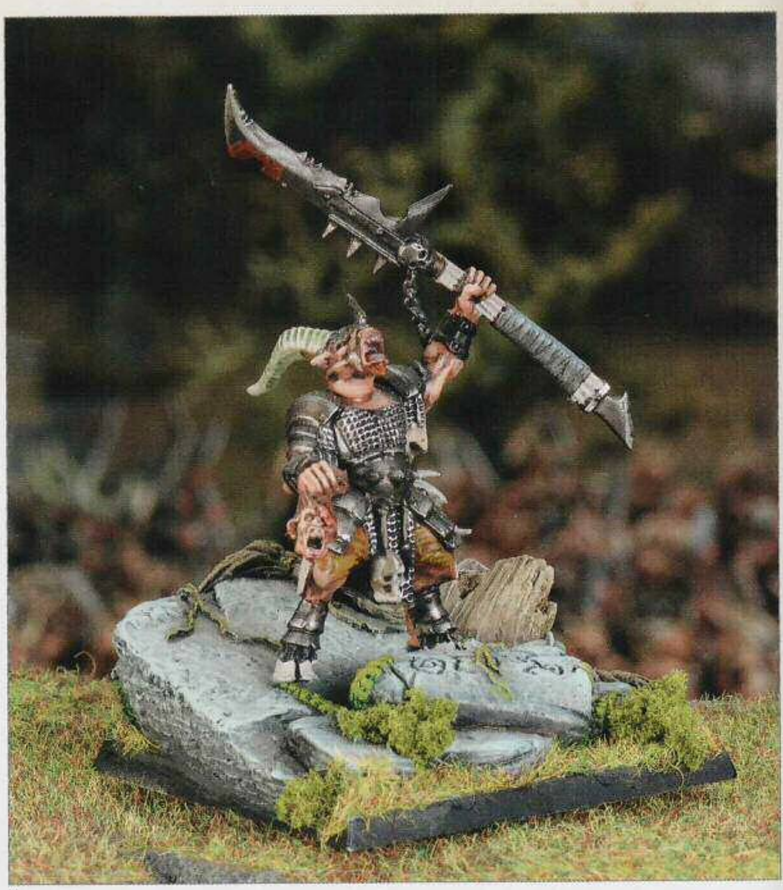
In Army of the Month we showcase glorious armies of lovingly painted Citadel miniatures from the collections of Games Workshop staff and from you, our readers. This month we got our hands on a Beastman army converted and painted by Richard Sherlock, who's spent the last year creating this bestial horde. Richard loves to convert models, so it's no wonder that there are so many unusual creatures in his collection. Fear ye, mortal men, for should you turn the page, there will be no escape from the Children of Chaos.

Richard Sherlock has taken it upon himself to complete a painting challenge every year. This year's goal was to build and paint a horde of Beastmen to take on all-comers at his local gaming group.

Richard: I've been collecting and painting Citadel miniatures for so long it's hard to recall where it all began. Several decades later though and I'm still playing, commanding my armies across the length and breadth of the Warhammer world. My main gaming opponent over the years has been Rich Packer, whose Empire army was featured in last November's issue of White Dwarf. Initially we both collected Empire forces, but after several epic artillery duels I decided to change to Beastmen and challenged myself to paint a sizeable horde of them in just one year.

The first thing I did was read through the Beastmen army book and find a couple of characters and themes that captured my imagination and offered a challenge to my painting and converting skills. With the Beastmen it was the story of Moonclaw that fuelled my imagination. To me he is the epitome of the Beastmen race and so I based the story of my force around him.

I absolutely love converting miniatures and creating weird and wonderful stuff so ▶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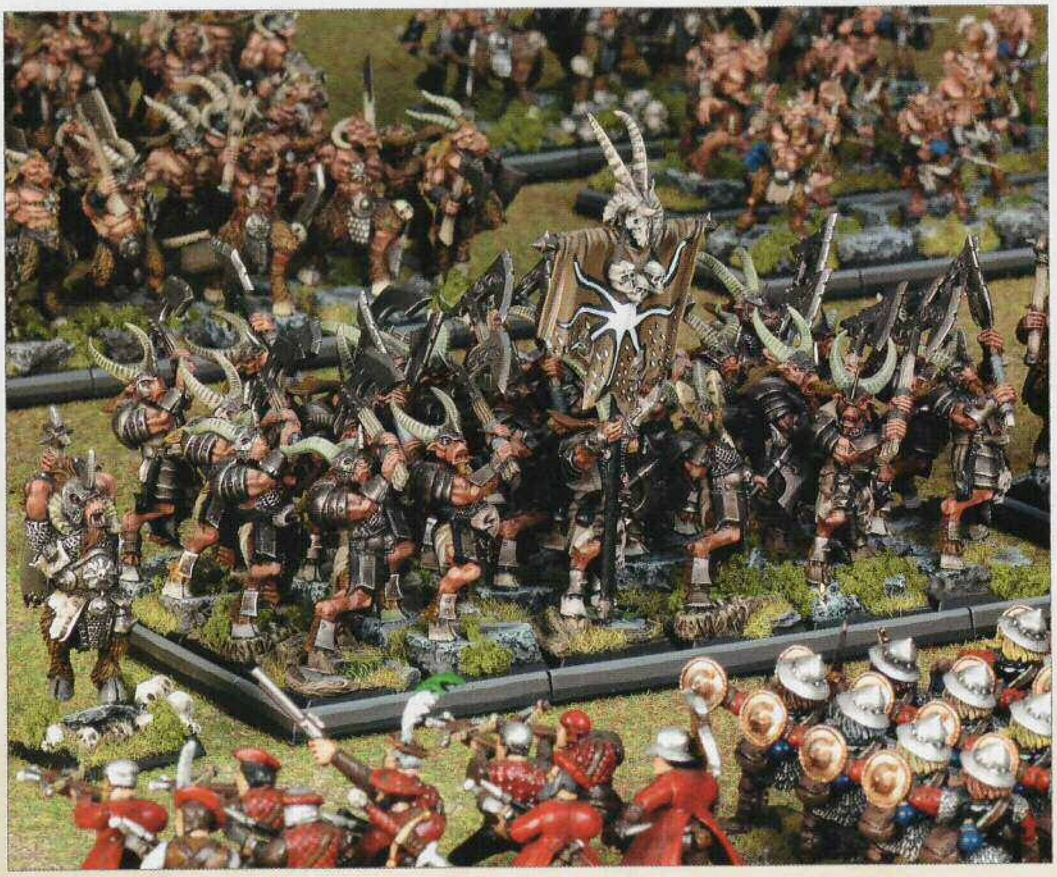
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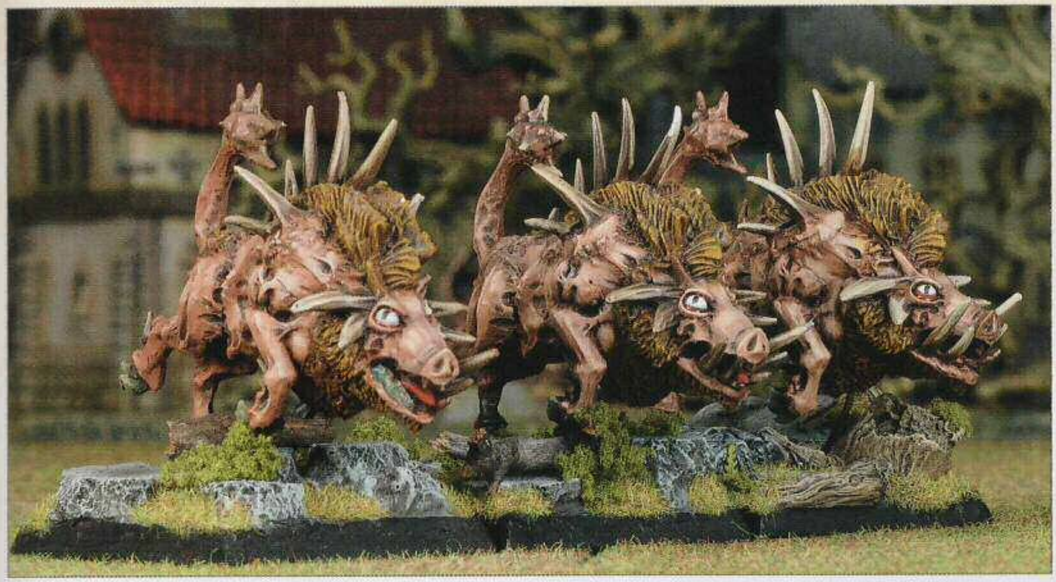
1 Every miniature in Richard's army has a converted base made up of modelling putty, stones and slate covered in clump foliage and static grass. It's details like these that tie the miniatures in the force together and make the whole collection visually very impressive.

2 The Bestigor prepare to unleash their rage on the men of the Empire. The unit standard features a design that Richard came up with himself and which features on all the banners in the army.



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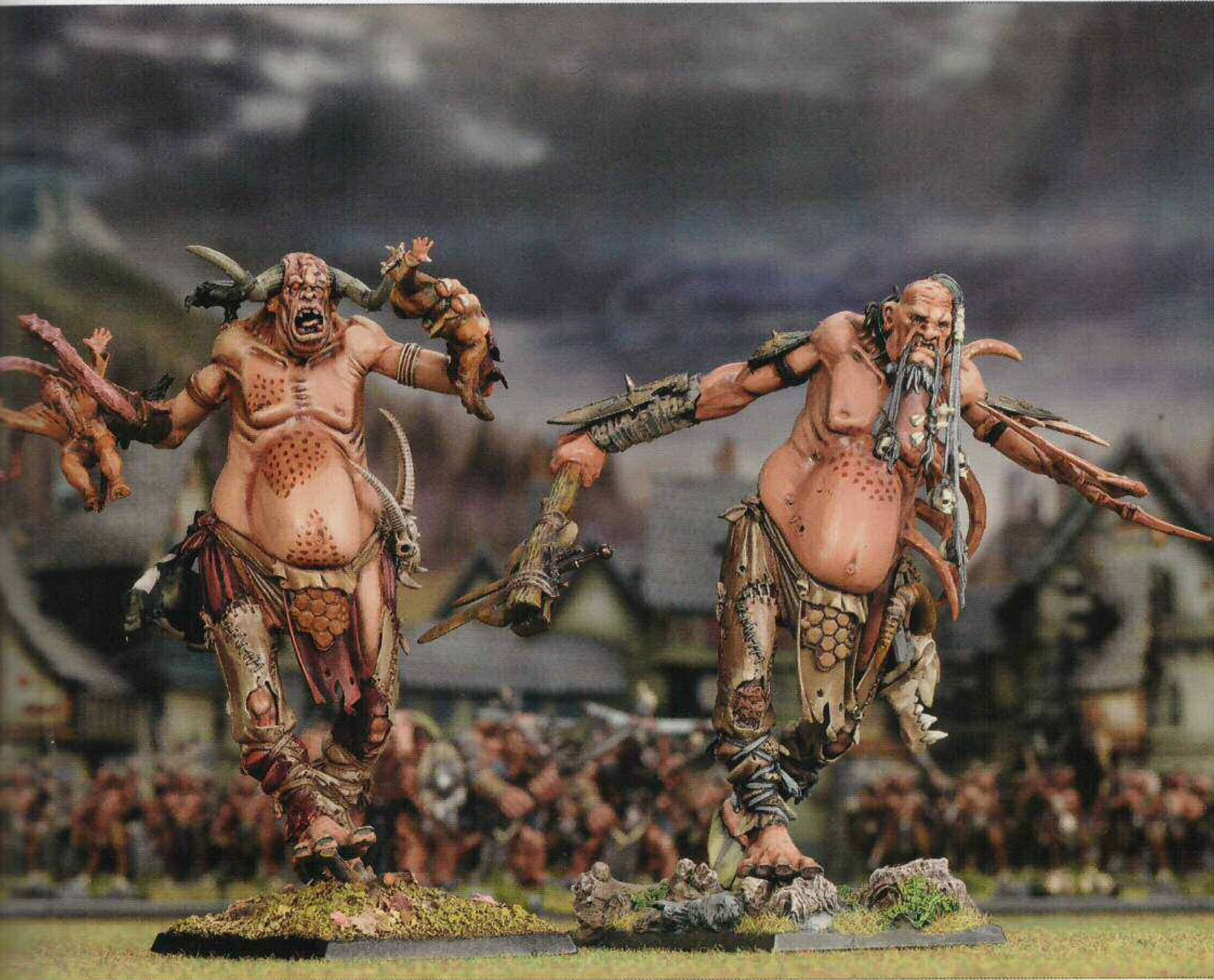
3 A herd of Razorgor forms one of the army's main shock units.

4 Two grossly mutated Giants loom over the Beastmen herd. Richard converted them using spare parts from the Chaos Spawn kit and both of them feature an abundance of claws and tentacles. The patches of fur painted onto their bellies is one of many intricate (but disgusting) details that makes Richard's army such a joy to look at.



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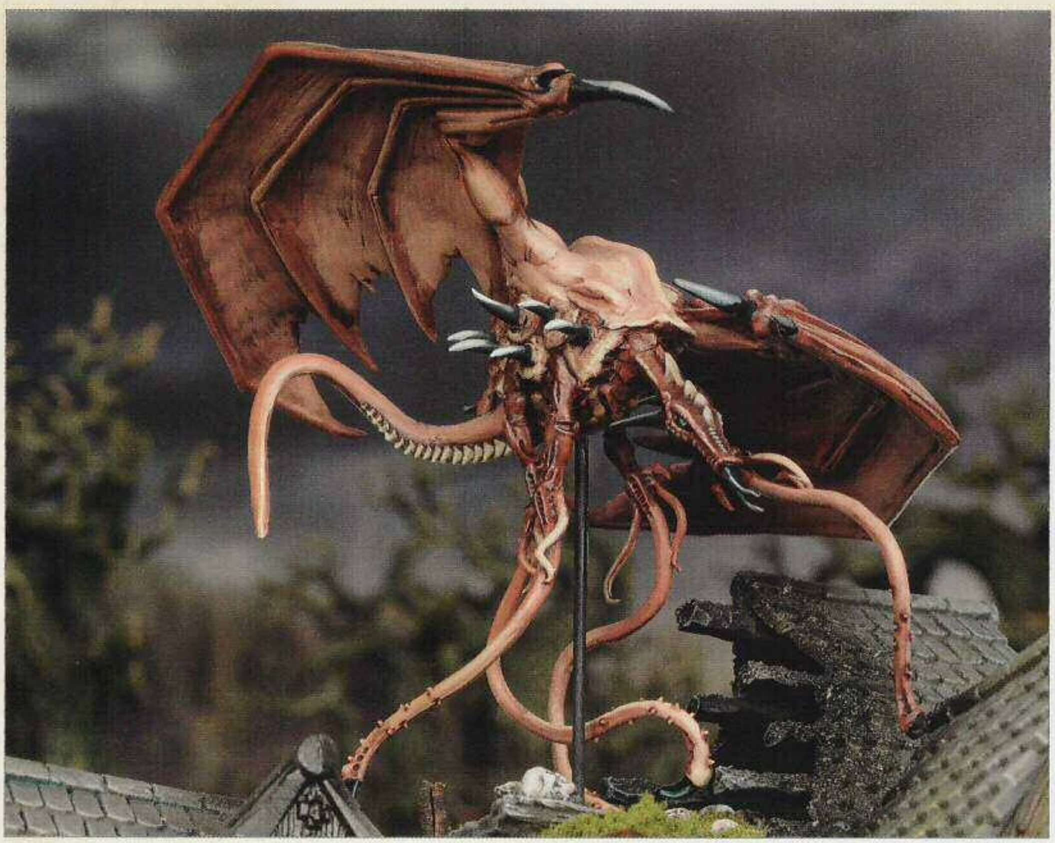

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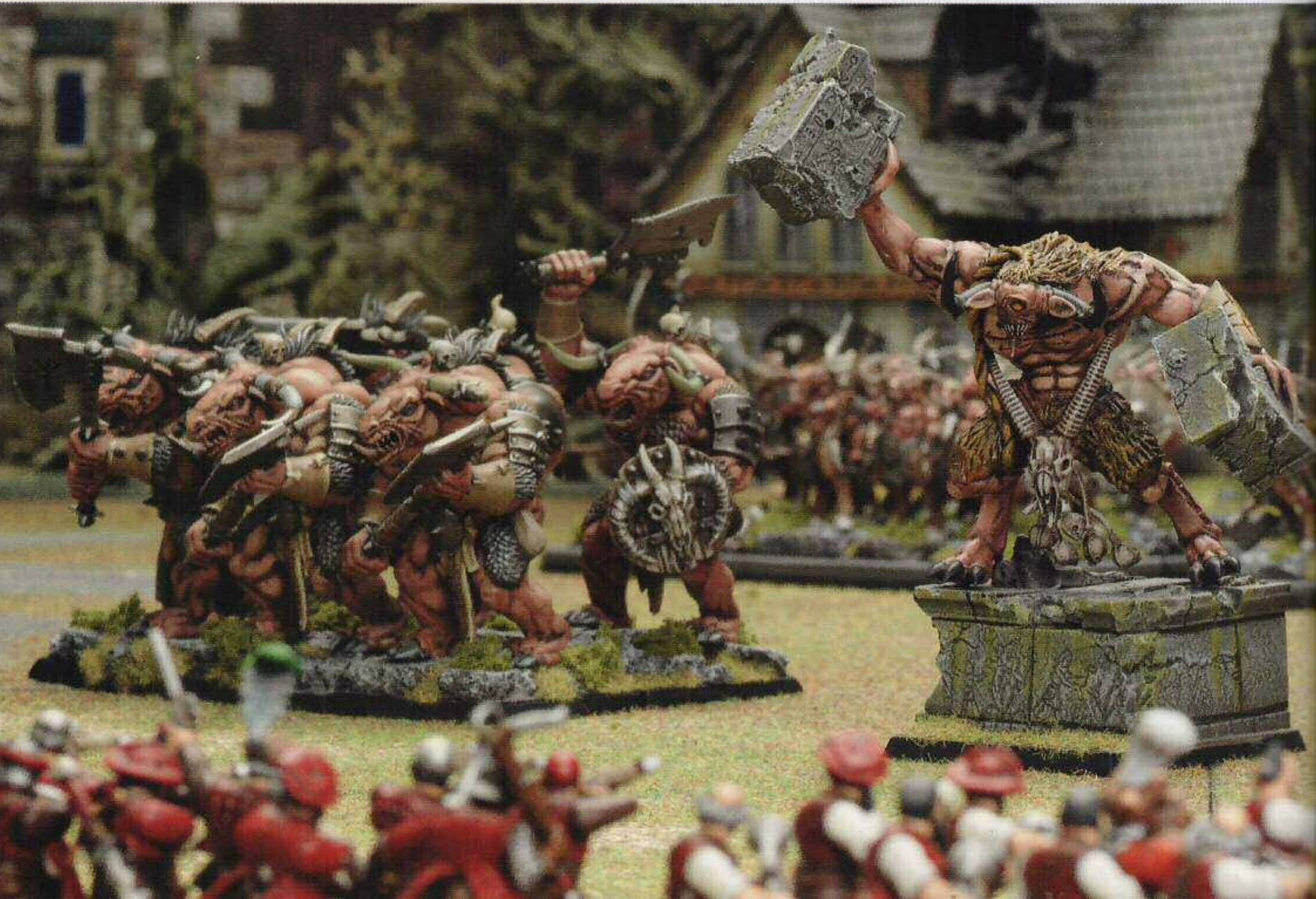
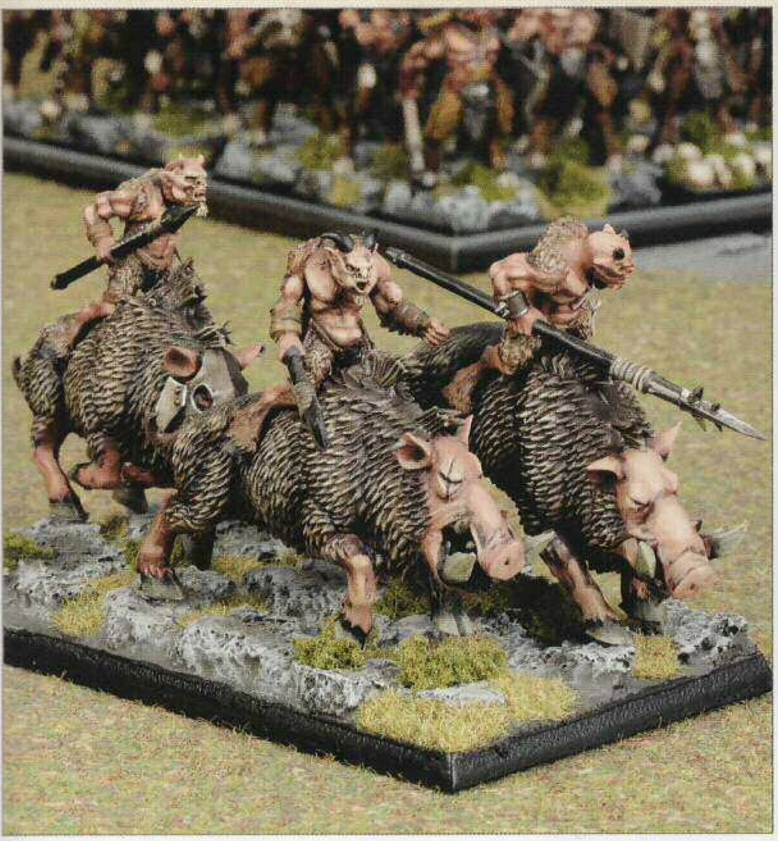


1. Richard's Jabberslythe looms over the battlefield. It's actually converted from a Tyranid Venomthrope and a Steed of Slaanesh.

2. While the Minotaurs charge into combat against Rich's Empire, the Cygor prepares to throw a large lump of masonry. "Sadly he's not great at lobbing rocks," comments Richard. "He prefers to drop them on his own toes most of the time. Curiously though, whenever I play against Rich he turns into a menhir-chucking sniper."

3. Richard uses his Ungor boar riders as a Tuskgor Chariot.



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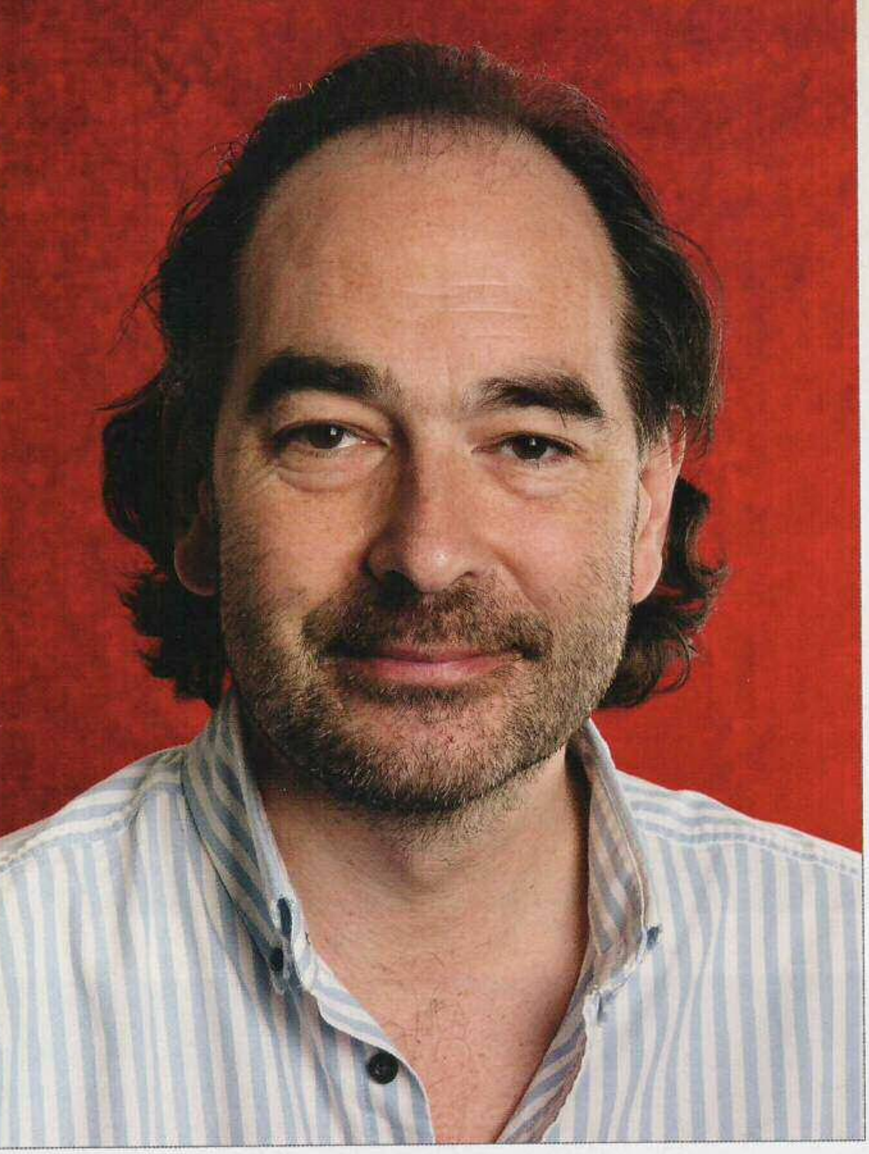
▶ Beastmen were the perfect opportunity to try some new conversions. For the Jabberslythe I wanted something creepy, insect-like and visually striking on the battlefield. My Cygor is based on the plastic Daemon Prince – the single eye in the middle of his head took ages to get right. Then there's the boar riders. I planned to build them as Centigor, but currently I use them as a Tuskgor Chariot. I know they're clearly not a chariot, but they look cool and that's what matters to me.

I don't consider myself to be the greatest painter, so I keep my colour schemes simple but effective, referring regularly to a colour wheel to get the right complementary colours. I also painted a quick, but striking, design on my banners to visually tie the force together. Beastmen have no heraldry or uniforms so banners are a great way to bring a little unity to the collection. Now that this year's painting challenge is over I'm already planning my next Warhammer army. I think Savage Orcs and Forest Goblins are on the cards. **DH**



JERVIS JOHNSON

In the first of a two-parter about the joys of games-mastered scenarios, rules sage and games designer Jervis Johnson explains why he enjoys GM'd games more than any other kind.

Recently I was re-reading the classic third edition Warhammer rulebook, published back in 1987. Yes, yes, I admit it, I re-read old rulebooks for fun – I really need to get out more – but I was struck by the following passage in the introduction:

"Although it is possible to fight a game without a Gamesmaster, it will be much quicker and far easier to fight with the aid of an impartial Gamesmaster (usually abbreviated GM). The GM functions as an umpire, or referee, responsible for all aspects of the game. The GM helps the players by interpreting or even making up rules if they are needed..."

Now, there are a number of interesting things about this quote, not the least of which is that it assumes that games would usually have a GM. This is certainly not the case nowadays, to the extent that I would think that most readers have never played a game with a GM, and will almost certainly never have considered being a GM themselves. This struck me as a shame, not least because many of the games I play outside my working day – in other words, outside of playtesting new rules and helping with the development of our army lists – have a GM. Now, before I get stuck into explaining the joys of GM'd games, I need to make it clear that I'm not saying that two-player games are somehow inferior; the reason for this month's column is to cast a light on an equally enjoyable method of playing your games.

So, rather than keeping the joys of GM'd games all to myself, I thought I would spend the rest of this month's column explaining the benefits that a GM can add to games. But enough explanation, onto the benefits of GM'd games:

Create the Scenario: First and foremost a GM can create bespoke scenarios for the games that you play. This isn't just about creating an interesting tactical situation and a set of victory conditions for a game, though that is a part of it. More important is creating a 'back story' for the game that describes why the battle is being fought, who the combatants are and what the results of victory will mean for each side. Trust me, even if you use a GM for nothing else, fighting battles that have a plausible and intriguing scenario that explains the reason for the battle will vastly improve your enjoyment of the hobby.

House Rules: Long-time readers will know I'm a big fan of house rules, because they allow you to tailor the game to perfectly suit your group's gaming needs. It can, however, be difficult to get a group of players to agree on… well, anything really, but especially on exactly which house rules to use. Such problems go away if you have a GM, because they can decide which house rules will be used. That said, a wise GM will listen to his players and use the kind of house rules they want (or they won't end up being a GM for long!).

> **"The trick is to do this while not coming across as some form of tin-pot dictator."**

Special Rules: Special rules are a little different to house rules. You're likely to use your house rules in all your games, while special rules will be designed for a specific scenario. When I talked about creating a scenario earlier, I emphasised the importance of creating the back story; sometimes doing this will mean that you really need a couple of special rules to reflect what's going on. For example, if the GM makes up a scenario set in the dead of winter with the battle fought in a howling blizzard, then it will clearly need a special rule or two to reflect the conditions!

Terrain: The GM can (and, indeed, should!) set up the terrain for battle. This will ensure that it reflects the scenario he or she has created, but will also allow the GM to create a really interesting and challenging battlefield. And, of course, if there are any unique terrain features, then the GM can come up with any special rules needed to use them. One of the things I love about GM'd games is the 'reveal' when the battlefield is first displayed. I also find that GM-created battlefields almost always look better than ones created competitively, because a GM will concentrate on simply making a battlefield that looks appropriate for his scenario, and won't be distracted by any desire to make a battlefield that suits one army or another (unless such an advantage is appropriate for the scenario of course!).

Deal with Rules Questions: It has been known for the occasional rules question to crop up during a game, and having a GM around to quickly adjudicate what to do will make your games run more smoothly. In addition, the GM will be on hand to adjudicate any questions that come up about the scenario they have created, and any of the house rules or special rules that they have invented. The important thing here is, firstly, that the GM be completely impartial, and secondly that they refer to the rule in question in the rulebook before they make an answer. Nothing undermines a GM's authority more than suspicions that they may be biased to one side, or that they don't have a complete understanding of the game rules. Spending a minute or two checking up the rule in a rulebook and pondering whether your answer is a fair one will always pay dividends.

Keep the game running smoothly: Related to the last point, a good GM will be able to keep a game running smoothly and at a good pace. Answering rules questions is part of this, but the GM will also need to cajole players that find themselves inflicted with 'analysis paralysis' and who are slowing the game down, and may need to give helpful advice to inexperienced players who aren't sure what they should do next. The trick is to do this while not coming across as some form of tin-pot dictator, so when hurrying players along or offering advice, always do it in a polite and, above all, friendly manner.

And with that I have run out of space. However, I have more to tell you about GM'd games, so come back next month for my advanced GMing techniques.

Jervis Johnson is a 30-year veteran of games development and has had a hand in the design of most of our classic games.

BATTLE REPORT

ASSAULT ON AGRELLAN

The Tau Empire is expanding, wresting worlds from the Imperium in the name of the Greater Good. Not all is going well for the vibrant young race, however: drawn by the massive expenditure of biomass, the Tyranids arrive to devour the world of Agrellan...

Jes: Dan is the proud owner of a gorgeous Tau army, and he's painted up the exciting new kits in a sustained period of hobby frenzy. (The edge highlighting almost drove him mad but I think you will agree it was worth it.) Naturally he wants to try them out on the battlefield, and so this issue's battle report pits Shadowsun's Firestrike Hunter Cadre against my very own Tyranids; the monstrous hordes of Hive Fleet Eumenides. We've also got a great story worked out for our battle; in the Tau Codex you'll find out that the Riptide was first deployed on the Imperial world of Agrellan, during the Damocles Crusade. We've set our battle in an industrial outpost on the same world, in the wake of the Tau having ousted the Imperial forces, on a battlefield the White Dwarf team created especially for this issue! Dan's army is searching for a crashed Devilfish, which contains sensitive experimental technology: unfortunately for the Tau, the Tyranids – drawn by all the bloodshed – are about to attack, while a small contingent of Deathwatch Space Marines have infiltrated the crash site already in order to seize the Tau objective...

What will win the day: the Tau's super-advanced technology or the hyper-evolved biological warfare of the Tyranids? Read on to find out...

SCENARIO & SET-UP

Jes: We made our own scenario for this six-turn battle, with Andrew as gamesmaster. The Tau's Primary Objective is to rescue a piece of technology from the Devilfish crash site (**A**): if a Tau Troops choice or character is holding it by the end of the sixth turn it's worth three Victory Points to the Tau. (It can be carried exactly like the Relic in the mission of the same name from the Warhammer 40,000 rulebook.) The Tyranids, meanwhile, simply have to eat all the Tau; they get nothing for holding the objective but if they can completely destroy the Tau army by the end of the sixth turn they get three victory points. A tall order, so we also decided that destroyed Tyranid Troops choices can enter Ongoing Reserve, allowing me to throw fresh waves of alien terror at the Tau. Secondary Objectives, worth one Victory Point each if held by Troops at the end of the game, are the Manufactorum (**B**), the Space Marine statue (**C**) and the Overseer's Mansion (**D**). We also decided

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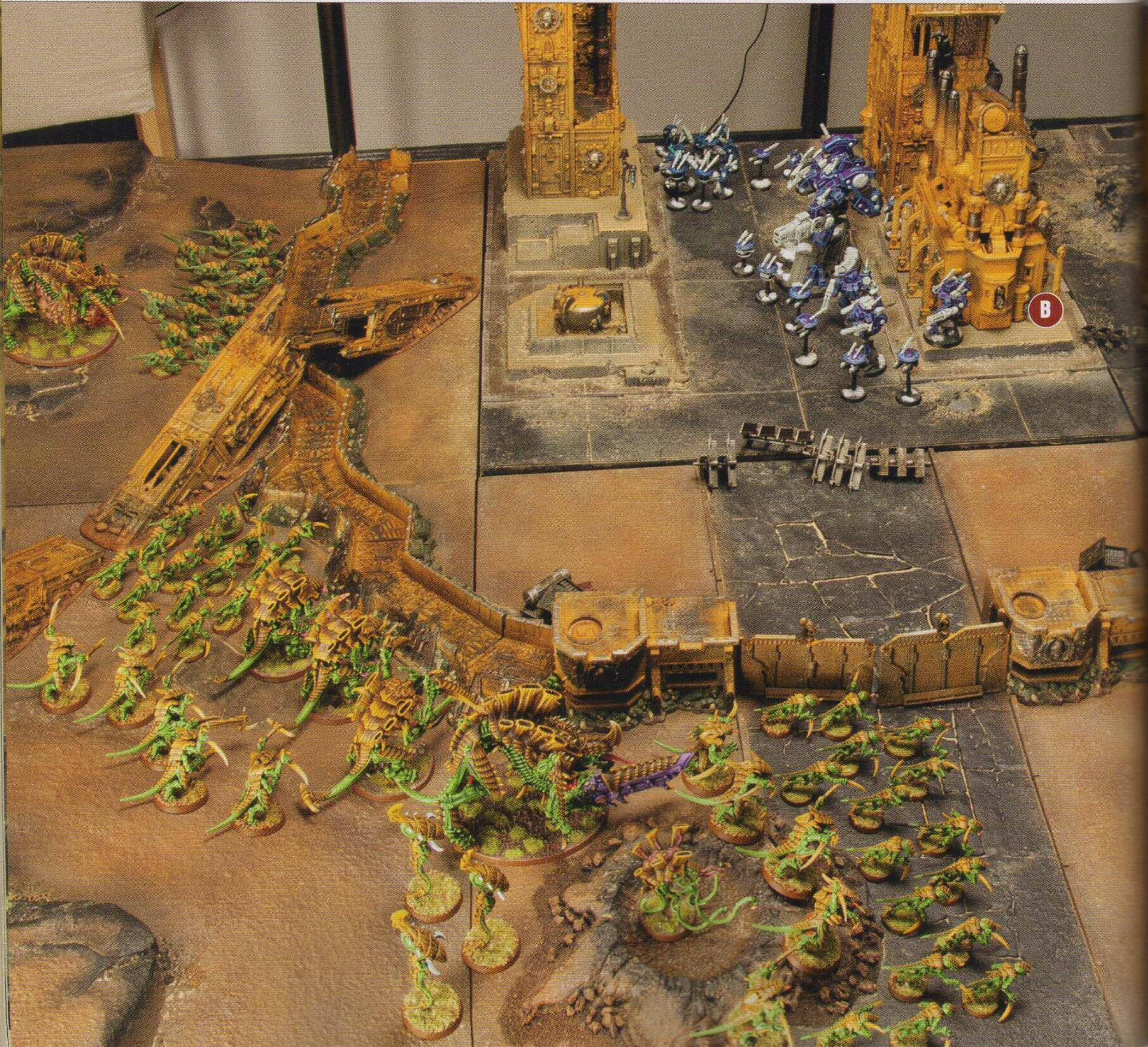


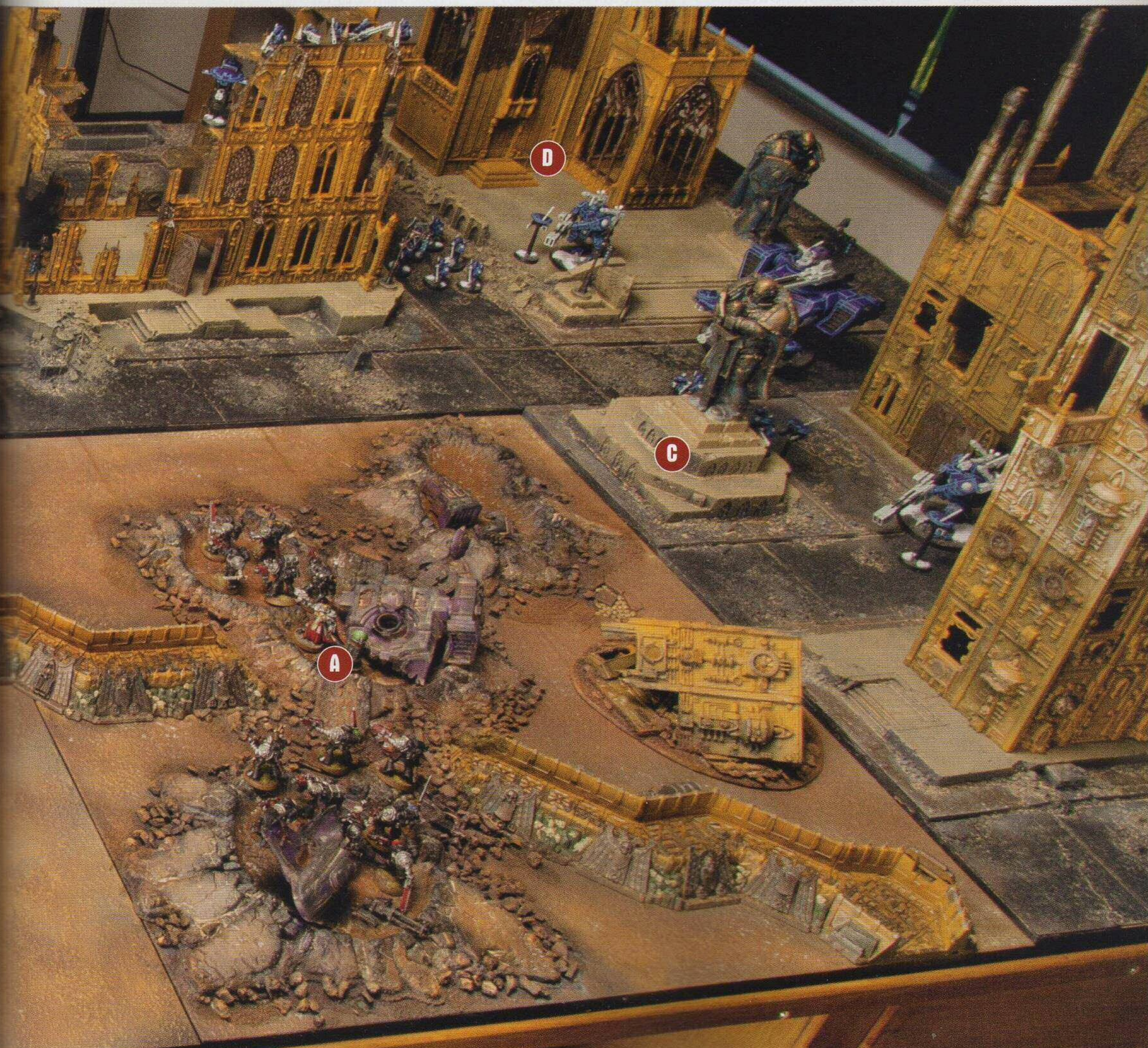
to use the Slay The Warlord and First Blood Secondary Objectives.

Andrew, meanwhile, would use two squads of insurgent Deathwatch Space Marines and an Inquisitor to add a narrative twist and provide further resistance for the Tau; these couldn't 'win' the game but started in the crash site (**A**) holding the Tau tech. the Tau could start in any of the four Forge World cityscape boards more than 12" from the enemy, while the Tyranids could be placed behind the Wall of Martyrs in any of the three Realm of Battle boards, again more than 12" from nearby foes.

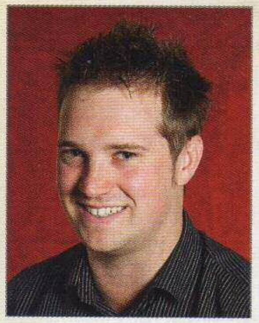
2

1 Note the Deathwatch in the crash site (**A**), the *Broadsides and* Hammerhead near the statue (**C**), and the Stealth Suits, Fire Warriors, Shadowsun, Riptide and the Battlesuits near the Manufactorum (**B**). Dan's Commander, bodyguard and Sun Shark were held in Reserve, along with Jes' Trygon, Hive Tyrant and Genestealers.

2 One of Dan's units of Pathfinders deployed high up in the tower behind the Manufactorum (**B**).



FOR THE GREATER GOOD



It's taken over a month and a half of almost constant edge highlighting, but Dan now has a sizeable Tau Empire army. This battle report will be their baptism of fire.

I've had a fascination with the Tau since they were first released back in 2001 and while I already had a small collection of them painted, I found myself so inspired by the new miniatures and the new Codex that I decided to paint an entirely new army. I am what the Tau would call a fully-fledged Gue'vesa – a human follower of the Greater Good. This Battle Report will be my first battle with my new army.

One reason that I chose to collect the Tau was because of their wonderfully optimistic outlook on the galaxy – that everyone can be a part of the Tau Empire and live together in peace and harmony. Of course, those races that choose to oppose them inevitably end up on the receiving end of their colossal firepower and infamous technology – that was the second (and more compelling, I must admit) reason that I decided to collect them. Nothing terrifies your opponent quite like an army bristling with Strength 5 pulse rifles backed up by advanced railgun technology.

However, as is always the case when I start a new army, the main reason I settled on the Tau was because of the miniatures. My first two Warhammer 40,000 armies were Orks and Imperial Guard and the Tau look nothing like either of them – a great reason to collect them in my opinion. Variety is the spice of life as the saying goes. As you can see from the army shot to the right, I've inducted as many of the new miniatures into my collection as I could possibly get my hands on. I'm looking forward to seeing them in action on the battlefield – particularly the Sun Shark Bomber, which will be the first time I've used a flyer in a battle, and the Riptide, which, let's face it, is incredibly impressive. It towers over Jes' Monstrous Creatures and it has buckets of special rules and exciting wargear that I'm just itching to use.

On the subject of wargear, the Tau Empire has access to a bewildering amount of technological upgrades. There is, essentially, a piece of wargear for every occasion, whether you're fighting hordes of Orks or Tyranids, or elite power-armoured warriors. It was immense fun rifling through Codex: Tau Empire and reading about all the new equipment and squeaking with excitement (yes, apparently I squeak when I get excited) when I found out what it could do in the game. I've included a fair number of these support systems in my army and I'm looking forward to seeing what impact they have on the battle.

As army composition goes, the core of my force consists of four teams of Fire Warriors, which are there to take and hold objectives and bolster the firepower of my other units. My reasoning behind the small squads is that Jes' Tyranids can eat 12 Fire Warriors just as quickly as six, so I may as well feed them to him in smaller portions. While the Fire Warriors do the groundwork, the Crisis Battlesuits, the Riptide and Commander Shadowsun will make hit-and-run attacks on the Tyranid lines, picking off the little ones before targetting the big ones (small ones move faster and need to die first in my opinion). The Pathfinders will provide fire support, laying down markerlights for the rest of the army, while the Broadsides and the Hammerhead blast apart the most threatening targets from a very long way away.

Dan finished painting his Broadside Battlesuits the night (or should that be early morning?) before the Battle Report. They've been equipped with one of the new support systems – the velocity tracker – which should help them take down Jes' flying Hive Tyrant.

SHADOWSUN'S FIRESTRIKE HUNTER CADRE

HQ

Commander Shadowsun
With two MV52 Shield Drones and one Command-link Drone.

Commander Novastorm
Battlesuit Commander with twin-linked fusion blasters, shield generator, iridium battlesuit, bonding knife, puretide engram neurochip, Drone controller, Marker Drone and Shield Drone.

Va'res and Ko'rai
Two Crisis Bodyguards with twin-linked fusion blasters, Shield Drone, shield generators, failsafe detonator, repulsor impact field and bonding knives.

TROOPS

Team Shan'to
Six Fire Warriors with pulse rifles, one Gun Drone and a Shas'ui with a markerlight and target lock.

Team Shi'fore
Six Fire Warriors with pulse rifles, one Gun Drone and a Shas'ui with a markerlight and target lock.

Team Tores'kion
Six Fire Warriors with pulse rifles, one Gun Drone and a Shas'ui with markerlight and target lock.

Team Fio'lan
Six Fire Warriors with pulse rifles, one Gun Drone and a Shas'ui with a markerlight and target lock.

ELITES

Team Rai'un'li
Three Crisis Battlesuits with twin-linked burst cannons, Drone Controllers, four Gun Drones, bonding knives and a Shas'vre with a twin-linked plasma rifle and a bonding knife.

Team Kai'to'aen
Six Stealth Suits equipped with counterfire defence systems, and a Shas'vre equipped with a homing beacon and a markerlight and target lock.

Shas'vre Dyan'or'es'loi
One XV104 Riptide with ion accelerator, two Shielded Missile Drones, velocity tracker and stimulant injector.

FAST ATTACK

Kor'vre Dast'ui
Sun Shark Bomber with twin-linked missile pod.

Team Lo'aci
Five Pathfinders with Recon Drone, three rail rifles and a Shas'ui.

Team Ras'io'kalu
Five Pathfinders with Grav-inhibitor Drone and a Shas'ui.

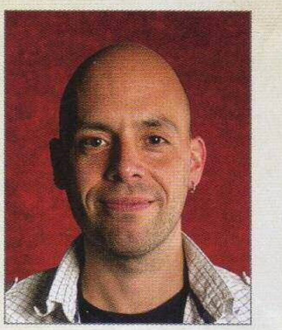
HEAVY SUPPORT

Shas'la T'au Sha'ng
Hammerhead Gunship with submunition rounds, disruption pod and Commander Longstrike.

Team Han'lui'ng
Two Broadside Battlesuits with twin-linked plasma rifles, two Marker Drones, velocity trackers and a Shas'vre.

Monat lo'cadon
One Broadside Battlesuit with twin-linked plasma rifle, velocity tracker and a Marker Drone.

GREEN IN TOOTH AND CLAW



Jes' excitement at being able to play in a battle report with his beloved Tyranids caused him to spontaneously birth 13 Termagants and cloud the hobby room in a choking fog of spores.

Jes' Tyrannofex is his latest pride and joy. He's hoping it can weather a lot of Tau fire with its six Wounds, and take down any pesky vehicles with its rupture cannon.

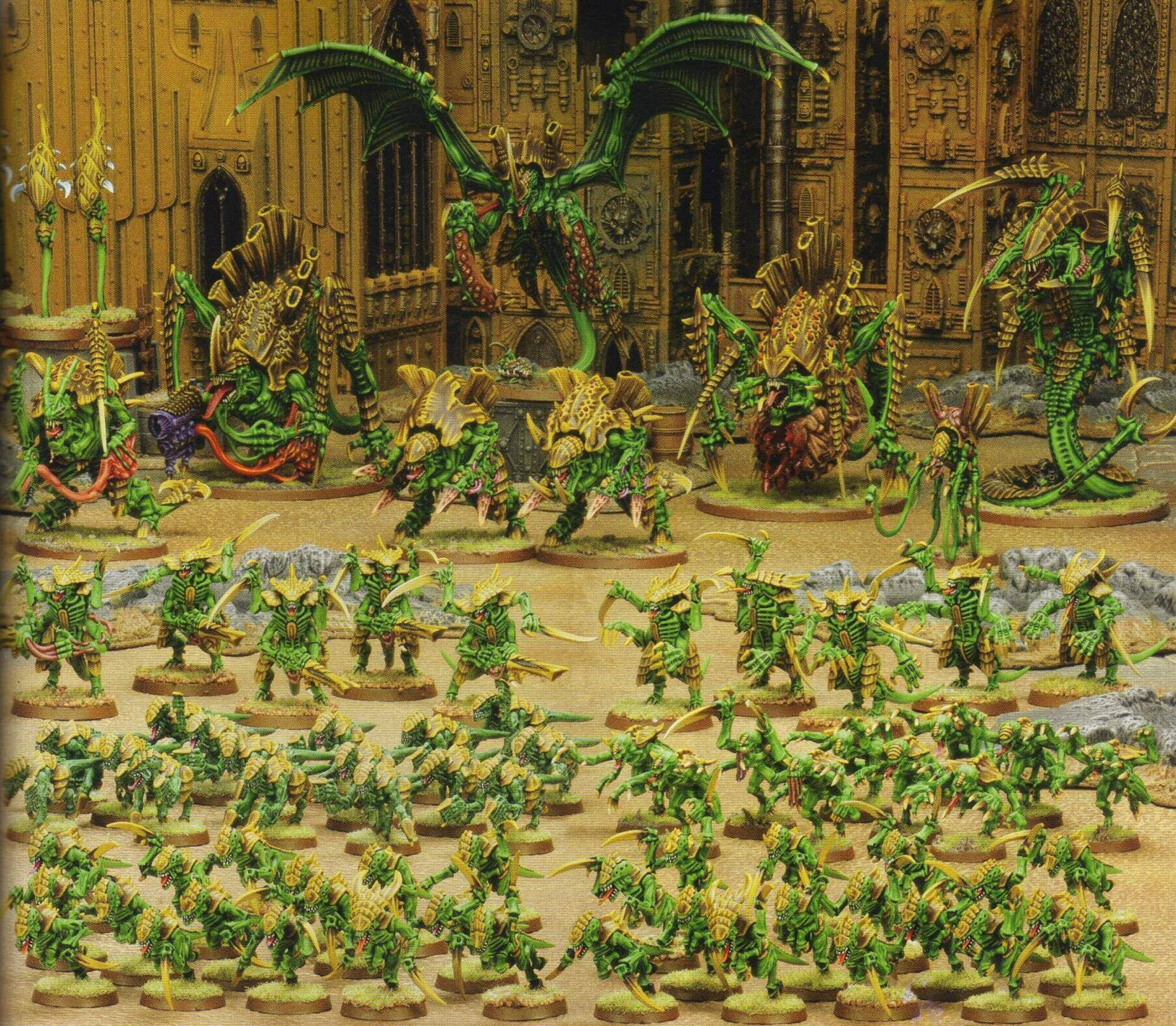
It's always a joy to put my extra-galactic ravening horde on the table, roll lots of dice and attempt to eat my opponent (figuratively speaking); that joy is immeasurably heightened at the prospect of playing against Dan's gorgeously painted Tau army on the Agrellan refinery board we made especially for this issue of White Dwarf. (See this month's Battleground feature on page 118 for more details and how we made it.)

For this game I'm simply putting all my favourite Tyranids on the table, but I've deliberately over-egged the Troops gene-vat as we've agreed that my Troops choices can enter Ongoing Reserve when destroyed. (And also there are secondary objectives they can hold.) Taking a unit of Termagants also allows me to take a Tervigon as a Troops choice; if Dan manages to whittle away the six Wounds of the brood mother I'll take great pleasure in scooting right back on the board again. Her Catalyst psychic power allows me to boon a unit with Feel No Pain, too, which should help keep my Termagants alive. Tyranid Warriors, meanwhile, provide valuable Synapse coverage, allowing the herding of two large broods of Hormagaunts (which will hopefully bog down anything in combat for a couple of turns as they'll be Fearless.)

I've also quite cheerfully and wilfully ignored the Force Organisation chart and taken four of my favourite Heavy Support choices; two devourer-armed Carnifexes can dependably outshoot anything in the Tau army at medium range (and then rip Battlesuits to shreds in close combat), while my Trygon will be used to burst from the ground in the enemy backfield, and hopefully play havoc with any objective-holding Fire Warriors. Having just finished painting a Tyrannofex – which took me the best part of a month, much to the distress of Adam, who is physically and spiritually pained when he witnesses paint jobs that can't be completed in a couple of lunchtimes – I absolutely had to include it, because I simply love the model (and also as its rupture cannon will be my chief method of dealing with any Hammerheads Dan might take). Lastly, another Carnifex with a stranglethorn cannon should help in lowering the Tau population on the board.

Rounding out the army are three Zoanthropes for a touch more anti-armour firepower and synapse coverage, a Venomthrope to provide invaluable cover saves for my vulnerable Hormagaunts and Warriors, and a winged Hive Tyrant with two twin-linked devourers to swoop onto the board from Reserve and start mincing Tau left, right and centre. If Dan's Sun Shark is around when the Hive Tyrant arrives, the devourers should make short work of it from the side or rear; failing that, Vector Strike is definitely my friend.

Other than that, there's no great battle plan here: I'm just going to surge forwards and cause as much havoc as I can, and have an inordinate amount of fun while doing so. The trick will be getting to Dan's battleline; Tau shooting is now more fearsome than ever, but Tyranids will simply chew through them in close combat. With the benefit of returning Troops coming on from my table edges and some choice units in reserve (the Trygon, Genestealers and Hive Tyrant), I reckon I've got a definite chance to reduce the Tau to a rich nutrient soup.



HIVE FLEET EUMENIDES

(A note on nomenclature: the following organisms of Hive Fleet Eumenides were named by the primitive peoples of Verdrun IX, who briefly venerated the Tyranids as mighty gods before being eaten in spectacularly short order. Pict captures from a cloaked, remote viewing outpost allowed Imperial scholars and xenobiologists to identify and track the outermost tendril of Eumenides as it attacked the occupying Tau on Agrellan.)

HQ

The King In Green
Hive Tyrant with double twin-linked devourers, Leech Essence and Paroxysm.

TROOPS

Clawed Mercy
16 Hormagaunts.

Swift Scythes
16 Hormagaunts.

The Tide
16 Termagants with spinefists.

Blessed Mother
Tervigon with cluster spines and Catalyst.

The Right Hand
Five Warriors with four deathspitters and venom cannon.

The Left Hand
Five Warriors with scything talons and rending claws.

Your Judgment Cometh And That Right Soon
Ten Genestealers.

ELITE

The Trinity
Three Zoanthropes.

Holy Embrace
Venomthrope.

HEAVY SUPPORT

The Green Terror
Trygon Prime

The Twin Faces of God
Two Carnifexes with double twin-linked devourers.

Anointed Thresher
Carnifex with scything talons and stranglethorn cannon.

The Polypheme
Tyrannofex with rupture cannon.

OPENING MOVES

In which the Tyranids advance and the Tau prepare to thin the oncoming tide.

Dan: I ignored the Deathwatch and aimed all guns at the oncoming swarm. Shadowsun and the Stealth team, guided by the markerlights of the Pathfinders, killed half of the unit of Termagants. The Crisis Battlesuits and the Fire Warriors blasted apart several Hormagaunts, the team of two Broadsides wounded the Tyrannofex twice, and Longstrike killed some Hormagaunts, but the grand finale of the turn was the Riptide, which I decided to overcharge... and promptly overheated. What an anti-climax! With my meagre shooting phase complete my Battlesuits used their jet packs to leap backwards.

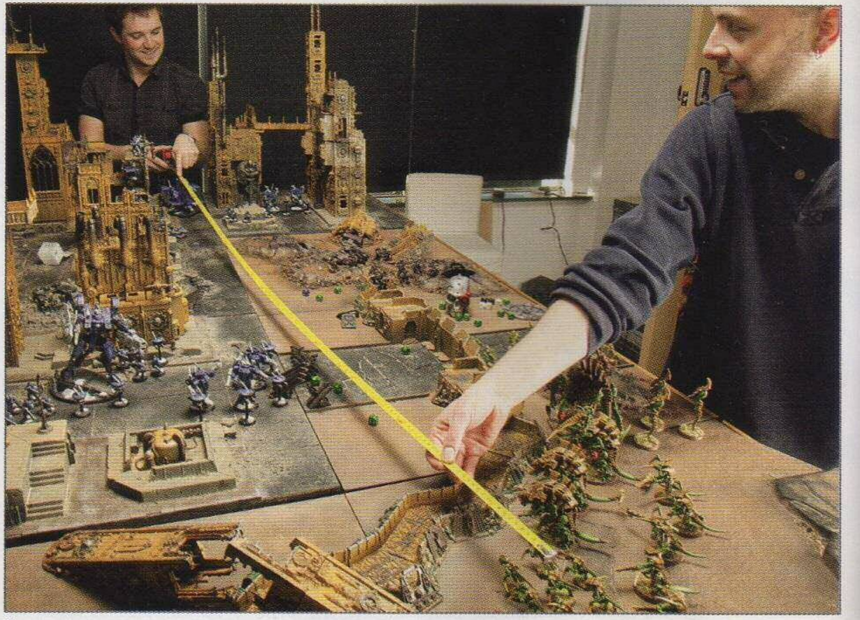
Jes: I advanced everything, the Tyrannofex smashed through the refinery gates and, in conjunction with all three Carnifexes, shot the Crisis Battlesuit team to bits; the lone survivor fled with one Wound. The Hormagaunts near the crash site charged the Deathwatch and killed three of them.

Dan: I advanced several of my units to get into Rapid Fire range. A combination of Markerlights and Target Locks followed by a wall of pulse rifle fire left one Carnifex on a single Wound. With trepidation I overcharged the Riptide again (this time successfully) and pounded four Hormagaunts to paste, catching a Tyranid Warrior in the blast. A Deathwatch squad also met an inglorious end as Fire Warriors, guided by yet more markerlights, shredded them where they stood, giving me First Blood.

Jes: The two most important events in my Turn 2 saw the Tyrannofex hit and penetrate the Hammerhead with its rupture cannon... but Dan rolled a 6 to save the shot with his disruption pods! The Tervigon spawned eight Termagants and charged the Stealth team. Their counterfire defence systems allowed them to Overwatch at BS2 and this, plus the Supporting Fire special rule that let the nearby Fire Warriors shoot too, killed the beasts before they got a nibble.

1

1 Andrew, as gamesmaster, controlled the Deathwatch. The Inquisitor grabbed the objective while the Space Marines (counting as Sternguard Veterans) opened fire at the advancing Hormagaunts and Warriors with hellfire rounds and kraken bolts, killing one of each



2

2 Longstrike used the immense reach afforded by the Hammerhead (its railgun has a 72" range) to fire a shot lengthways across the board at a brood of Hormagaunts.

3

3 Rather than head the Tyrannofex toward the crash site and the Deathwatch, Jes wanted to see if it could burst through the gates to the refinery in order to surprise the Battlesuits and get in range of the Hammerhead. Andrew ruled that on a successful Strength test the monster could smash through the gates, which it duly did.

4

Tyranid Torrent

4 The Tyrannofex and all three Carnifexes open fire with all available weapons at the Crisis Battlesuit squad.

5 When the smoke clears, one Battlesuit still stands, with a single Wound remaining. He flees, only to regroup on Turn 2.

5

6 The Sun Shark Bomber arrives on Turn 2, coming on the board edge nearest the Tervigon. It drops a pulse bomb, which scatters and kills one measly Termagant.

7 The brood of Hormagaunts near the crash site makes a Turn 1 charge against the Deathwatch, managing to kill three Space Marines but getting completely wiped out in return.

6

7

8

8 In Jes' second turn the Genestealers successfully arrive from Reserve. He decides to bring them on at the topmost edge of the board, right behind the Overseer's Mansion, in the hopes they can scuttle around the building and either charge the rear of the Hammerhead or the nearby lone Broadside in Turn 3.

9 The Tervigon spawns eight Termagants, which are sent to engage Shadowsun and the Fire Warriors… they are obliterated by Overwatch fire from both before they can make contact.

9

MIDGAME

The Tau punish the Tyranid invaders, but not without suffering grievous losses of their own...

Dan: I'm so glad that I upgraded the Hammerhead with a disruption pod. Without it Longstrike and his Hammerhead would have dissolved in Tyranid bio-goo and I would have lost one of my best guns. The Tyrannofex had to die before it got another chance to shoot. In my Movement phase Commander Novastorm and his bodyguards arrived, guided in by the homing beacon carried by Shas'vre Kai'to'aen – the leader of the Stealth team – while the two Fire Warrior teams near the Space Marine statue advanced on the Deathwatch's position.

Then the guns opened fire. The Pathfinders in the tower behind the Manufactorum hit the Tyrannofex with all five of their markerlight shots, two of which were used by the Broadsides to increase their BS to 5 and a further two to deny the Tyrannofex its cover save. Seeing an opportunity, the other Pathfinder team (in the ruins of the central building) made use of their high-powered rail rifles and stripped the Tyrannofex of its remaining Wounds, silencing the beast for good. Meanwhile, Shadowsun and the Stealth Team fired at the Tervigon, wounding it twice. She then spun round and fired her second fusion blaster, liquefying the already wounded Carnifex. Novastorm and his Bodyguards, plus the nearby Fire Warriors, then added insult to injury by killing the other devourer-armed Carnifex, while the Riptide launched an overcharged barrage into the Tyranid Warriors, though Jes passed all his cover saves for them. A salvo from the other Fire Warriors on that flank tore up the Hormagaunts, leaving just one bemused creature. The real ace this turn, though, was Longstrike. Turning his Hammerhead round he fired a submunition shot at point-blank range into the Genestealers that were trying to sneak up on him, killing all ten of them. My Turn 3 saw Jes' Tyranids punished horrendously – he lost three of his Monstrous Creatures and countless smaller organisms were wiped out. Things were looking up.

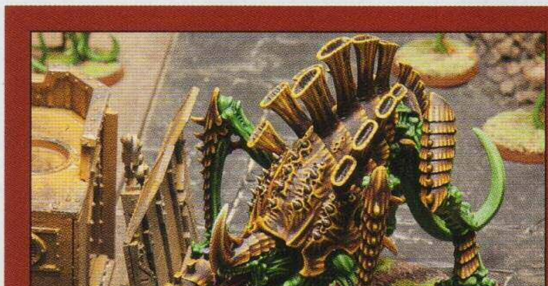
1

2

1 Andrew declares the Deathwatch get reinforcements and Deep Strikes in a squad of Vanguard Veterans at the crash site, who declare a Heroic Intervention and charge the Tyranid Warriors near the crash site, killing two of them.

2 Novastorm arrives surrounded by his Bodyguards and Drones. Their Jet Pack move was invaluable later in the turn, allowing them to leap up away from the front line and land safely behind the bulk of the Manufactorum.

The Tyrannofex Falls



3

4

3 The Pathfinders in the tower behind the Manufactorum cause a mighty five markerlight hits on the Tyrannofex. As you can see in the pic, Dan used clear glass beads to represent the markerlight hits. The Broadside suits across the board then used the markerlight hits to increase their BS and eliminate the cover save the Tyrannofex would have claimed from the Wall of Martyrs.

4 The Pathfinders in the central ruins then fired their rail rifles and killed the beast.

5

5 The Zoanthropes fire their psychic blasts at the Stealth team and Shadowsun through the broken gates.

6 The Hive Tyrant arrives from Reserve, and Jes announces it is Swooping. It moves a full 24" on from the table edge near the gates to the refinery and Vector Strikes the Sun Shark, but fails to glance the side armour.

6

7 The Trygon Prime arrives behind Shadowsun, and in conjunction with the Zoanthropes is instrumental in killing the Tau hero. The Genestealers, having been wiped out in the previous turn and thus able to return to play via Ongoing Reserve, arrive via Outflank on the table edge behind the Trygon (just out of shot here).

7

Jes: That was horrible to endure, and a real demonstration of what the Tau can do in the Shooting phase. My only saving grace was the Tyranid Warriors making their cover saves; the Riptide's overcharged S8 Ion Accelerator would have inflicted Instant Death on them otherwise.

In my Turn 3 the Trygon Prime finally arrived and exploded onto the street behind Shadowsun, while the Hive Tyrant swooped on opposite the broken gates to the refinery, performing a Vector Strike on the Sun Shark but failing to glance it.

The main event of the turn was a concerted effort to destroy Shadowsun and her Stealth team; the Hive Tyrant and the Zoanthropes poured fire into them, leaving Shadowsun standing with only two Wounds. The Trygon Prime then let loose its containment spines and finished her off, netting me Slay The Warlord.

Elsewhere, the gun-equipped Warriors sniped a Drone off the Commander's squad, the Tervigon spawned another 11 Termagants that headed immediately towards the Crisis Battlesuits, and the destroyed Genestealer and Hormagaunt broods arrived from Ongoing Reserve. The Hormagaunts moved on to the table edge nearest the crash site, while the Genestealers appeared on the table edge behind the Trygon. Finally, the rending claws-equipped Warriors continued to fight the Vanguard Veterans, which had arrived by Deep Strike at the start of the turn in a cheeky Deathwatch reinforcement move from Andrew.

Dan: Gah! One thing I have learnt from past games is to always kill Zoanthropes at the earliest opportunity. By ignoring them I lost my Warlord and gifted Jes a valuable Victory Point. To make matters worse, the Inquisitor was now running off with the objective, taking it further away from my advancing Fire Warriors, a Trygon had popped up in the middle of my army and the respawned Genestealers had outflanked me again. In my Movement phase everything that could pointed their guns at the Trygon – I wasn't going to let the big snake get another turn...

▶

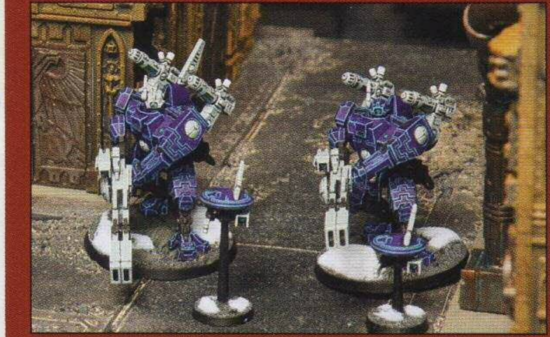
▶ In the Shooting phase the Pathfinders proved their worth yet again. The squad in the central building markerlighted the Deathwatch and concentrated firepower from the Fire Warriors took all bar one of them out. The remaining Space Marine was then hit by a seeker missile that was launched from the Sun Shark as it flew overhead, guided in by a markerlight. The Pathfinders in the tower led by Shas'ui Ras'io'kalu then lit up the Trygon with four markerlights. Commander Novastorm took full advantage of this and between him and his bodyguards reduced it to three Wounds. The two Broadsides that could see the Trygon also fired, causing another Wound. Even the nearby Fire Warriors took a pot-shot at it, knowing that to do so would cost them their lives as a unit of Termagants was almost upon them. With one Wound remaining on the Trygon, the kill went to the Riptide, whose Missile Drones blasted it to pieces.

But the violence wasn't over. Longstrike turned his Hammerhead around and fired another submunition shot into the newly arrived Genestealers, killing seven of them. Another two fell to his smart missiles. And then, with a result that neither of us expected, the two Interceptor Drones from the Sun Shark overcharged their ion rifles and instant killed all three Zoanthropes with their Strength 8 blasts. Not a bad turn at all.

Jes: Unbelievable! First the Tyrannofex, now the Trygon – and the annihilation of the Zoanthropes was completely unexpected too; well played, Dan. Things were now desperate. The Hive Tyrant swung around and chased after the Sun Shark, failing to penetrate its rear armour. Bah! Meanwhile, the Tervigon spawned 10 Termagants but ran dry, the other Termagants killed two Fire Warriors by the Manufactorum with fleshborer fire, and the surviving Carnifex picked off the lone Crisis Battlesuit with a single Wound. The surviving Genestealer charged the Tau Commander's squad... but was killed by a repulsor impact field! (See pic 8). Typical. Finally, the Hormagaunts charged the Riptide to bog it down in close combat and stop it from shooting.

Goodbye Trygon

1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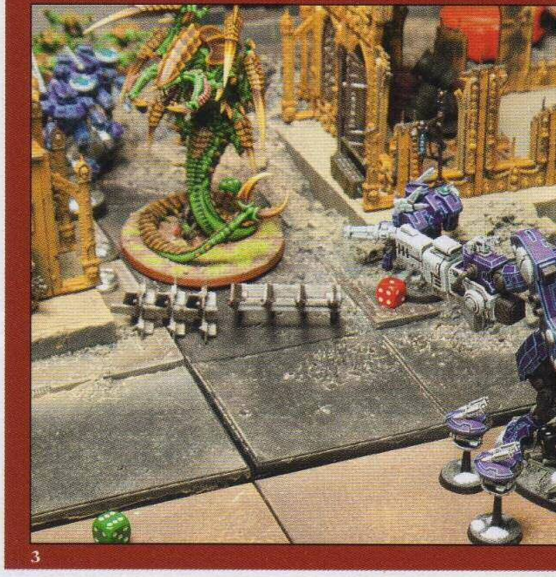
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1 Novastorm and his Bodyguards unleash their fusion blasters at the Trygon, their accuracy boosted by the markerlights from the pathfinders above them.

2 The Broadsides continue to lay down long-range fire, though the buildings gave the Tyranids valuable Cover saves.

3 With one Wound remaining the Riptide prepares to fire and Gets Hot for a second time in the game. In the end its Shielded Missile Drones take down the Trygon.

4

4 Tau ion weapons can be overcharged, allowing you to fire a more powerful shot, but at an increased risk to the user. In this case the Interceptor Drones boosted their ion rifles up to Strength 8 with a blast template that hit all three of the Zoanthropes. Three failed invulnerable saves later and Jes took all three of them off the table, much to the shock of both players.

5

6

7

8

5 The Tervigon spawned Termagants for a final time – and note the lone Hormagaunt survivor alongside them.

6 The Hive Tyrant swoops after the Sun Shark and stuns it by shooting at its rear armour with double twin-linked devourers.

7 Longstrike once again proceeded to ruin the Genestealers' day with railgun submunitions.

8 A lone Genestealer remained after Longstrike had killed nine with his Hammerhead's weapon systems. It charged the Tau Commander, but one of his Bodyguards had a repulsor impact field, which causes D6 S4, AP- hits to the attacking unit at Initiative Step 10!

9 The recycled Hormagaunts near the crash site charge the Riptide, taking casualties in close combat but staying put thanks to the Synapse coverage from the nearby Warriors.

9

ENDGAME

Where the Tau rush for the objective and the Tyranids go in for the kill.

Dan: The Sun Shark flew off the table as it had been stunned by the Hive Tyrant and thus couldn't shoot or use its bomb. Monat Io'cadon moved forward to better see the monster. Having equipped all three Broadsides with velocity trackers I was able to blast the Hive Tyrant out of the sky – it promptly fell straight to the ground, losing another Wound. Now firmly in their sights the Pathfinders covered the Hive Tyrant with markerlights and Io'cadon blasted it in half with plasma rifle fire. The Riptide remained bogged down by a tide of Hormagaunts and the Fire Warriors were hacked up by the Deathwatch, the remaining three fleeing from the combat.

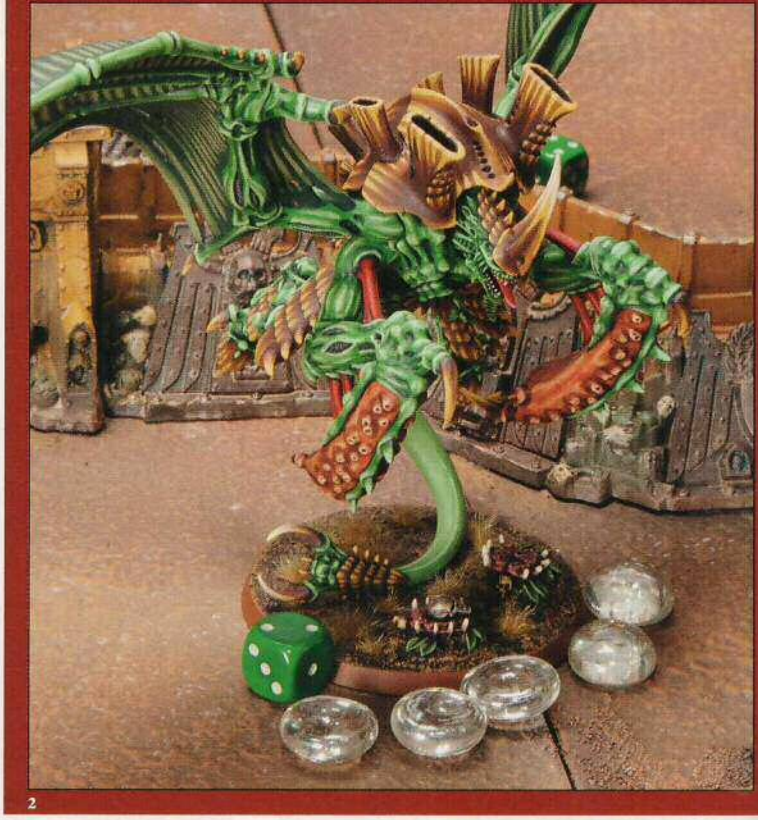
Jes: And now my Hive Tyrant! Damn those Tau guns. My Turn 5 was regrettably brief; I recycled the Genestealers and rending claws-equipped Warriors on the table edge near the crash site, but otherwise the main action was the surviving Carnifex charging Novastorm... and getting kicked to death before it got a chance to strike!

Dan: As we entered Turn 6 I realised that my remaining Fire Warrior Team (the one by the statue) would have to charge the Inquisitor to get the objective. Every gun in range was aimed at the Genestealers and I killed all but one of them, which hid beneath the crashed Devilfish. In an effort to bag myself the last Monstrous Creature on the board, Novastorm and his Bodyguards took the Tervigon down to its last Wound. A seeker missile fired from the Sun Shark finished it off in a last-turn salvo. My advancing Fire Warriors, however, failed to charge the Inquisitor, coming unstuck in Difficult Terrain.

Jes: On the final turn I was out of options. I charged the Inquisitor with the rending claws Warriors and killed him, but it was too little, too late... Dan had accrued three Victory Points thanks to Slay The Warlord, First Blood and holding the Space Marine statue, while I had just one for Slay The Warlord. Well done Mr Harden!

Death Of A Tyrant

1



2

1. Dan's Broadside Battlesuits were upgraded with velocity trackers granting them the Skyfire special rule. Their heavy rail rifles blasted the Hive Tyrant clean out of the sky.
2. Monat Io'cadon makes use of the markerlights fired by the Pathfinders to blast the Hive Tyrant to pieces.

3

3. The remaining Carnifex had one Wound remaining, but Jes was confident it would make mincemeat of Dan's Commander... but the beast was killed before it could attack, beaten to death by the plucky Tau!

4

5

6

7

4 The Sun Shark returned from Ongoing Reserve to carpet bomb another brood of Termagants.

5 In Turn 6 the lone surviving Vanguard Veteran charges the Fire Warriors by the statue...

6 ...and is Overwatched to death, not by the Fire Warriors, but by the Broadside Battlesuit next to them, who made use of the Supporting Fire special rule. In their turn the Fire Warriors try to charge the Inquisitor through the Difficult Terrain of the crash site; alas, they fail.

7 Jes' final, desperate action of the game was to assault the Inquisitor with his recycled Tyranid Warriors. Although he got no Victory Points for the objective, a pyrrhic victory was better than nothing; the Inquisitor was duly slaughtered in a flurry of rending claws.

TAU EMPIRE IS VICTORIOUS! 3 – 1

HIGHLIGHTS OF THE GAME

As the Tau guns power down and the Tyranids scuttle away, the players discuss their favourite moments.

Our two generals at the end of the game. It was a tense battle full of dramatic moments, a terrific narrative throughline and lots of laughs. (You should have heard Jes' good-natured cries of anguish when Dan saved his Hammerhead by rolling a 6 for its disruption pod...)

Dan: What a battle! Every turn was a nail-biter as Tyranids, Tau (and a few Space Marines) died in their droves. A battle is not a battle until the dead pile outstrips the number of models still on the table. And it did. Several times over.

Jes: Agreed. I had great fun throwing wave after wave of Tyranids at your battlelines and weathering a serious amount of firepower. It was hugely cinematic stuff.

Dan: I actually spent most of the battle completely on edge – having Tyranids appear from all directions is not a pleasant experience. The first two turns in particular were very nerve-wracking as I really struggled to kill anything as the wave of gribbly critters advanced over the trench lines. Fortunately in Turn 3 my Pathfinders switched on their markerlights and the Tau really showed what they could do.

Jes: What I loved about playing you in this game – quite apart from the constant look of panic on your face as the Tyranids advanced – were the tactical decisions you made. Your precision use of markerlights, first to annihilate the Tyrannofex then to blast the Hive Tyrant to bits, was quite something to behold and a perfect exemplar of the Tau way of warfare. I've learnt to fear the humble pulse rifle too.

Dan: I think a lot of people will learn to fear pulse rifles! My entire army is equipped with guns that are at least Strength 5 – it's not something you want to run into, especially with the Supporting Fire special rule. It wasn't easy to get all my units positioned to benefit from it every turn, but when they were it was deadly. One of the most amusing moments was when the Fire Warriors got charged by the lone Vanguard Veteran at the end of the game. They failed to shoot him with Overwatch, but the Broadside Battlesuit next to them had no such trouble.

Jes: It felt like every turn I was given a surprise by Tau technology and special rules: Supporting Fire, which allows nearby units to fire Overwatch too, was fantastic fun, and I got plenty of other surprises, such as the repulsor impact field killing a charging Genestealer. All the new models got a great showing too, although I think the Riptide could have done better, thanks to your insistence on overcharging its weapon systems...

Dan: In all fairness it was Erik (who was taking the pictures) who insisted I overcharge the guns. I should trust my own judgement more and not be tempted by his wicked words! However, had it worked, the Riptide would have obliterated an entire unit of Tyranid Warriors in a single shot. I think my real mistake was getting it too close – Tau just shouldn't end up in combat, it'll only end badly.

Jes: Very true, on both counts. I can't wait for a rematch and see if I can mess you up in close combat a bit more – and next time I'll get that Hammerhead for sure!

Dan: Ah yes, the Hammerhead – I reckon Longstrike was the man (well, alien) of the match for me. With 28 confirmed kills he really turned the tide of battle on several occasions. I'm going to glue him into the Hammerhead turret hatch so that I can never take him out.

THE POST-BATTLE REVIEW

We asked three experts to comment on the battle: White Dwarf Deputy Editor Andrew Kenrick, Codex author Jeremy Vetock and rules sage Jervis Johnson. What did they think of the game?

Not only did Andrew get to gamesmaster the game, but he also got to join in with a small force of Deathwatch Space Marines...

What a close game that was. Victory, snatched from my hands at the last minute by the cruel roll of the dice. Oh, wait, I wasn't meant to actually win the game was I? And yet my Inquisitor very nearly made good his escape with the stolen Tau technology, thanks in the main to the heroism of the Deathwatch. But of course the story wasn't about me or my Deathwatch, as much of a fun distraction as they might have proven (and frustration, for Dan – he really should have dealt with them sooner rather than waiting till the last turn to try to wrest the tech from my Inquisitor's eager clutches). The game was great fun, and really unpredictable; for every turn where the Tau obliterated one of Jes' monstrous Tyranids, there was another wave of chittering reinforcements ready to swarm over Dan's lines. One thing the battle underlined for me was that the Tau are truly a dynamic, energetic opponent. As soon as Jes approached their lines they were able to melt away, jet-packing to another part of the battlefield; or else they responded with devastating firepower and super-advanced technology seemingly custom-built for every situation. I think the Ordo Xenos are going to have to send in more Deathwatch.

As the author of the new Codex Jeremy has a superior understanding of the Tau way of war.

When the military machine of the Fire caste works it all works together to create a harmonious symphony of firepower – a spectacular show of markerlights, pulse fire and ion energy streams. I find that if my Pathfinders survive a battle it usually means I've won (or placed them so poorly they were unable to contribute, but we'll pretend that never happens). In this battle report Dan provides a textbook example of using Pathfinders to perfection – finding a location where they can hunker down and dish out markerlight help to your entire force; the epitome of combined arms working together. I was surprised Jes didn't make more of an effort to ferret the Pathfinders out. I was particularly impressed with Dan's ability to stay calm – Tyranids are a disconcerting foe for the Tau Empire to face, who knows where infiltrators will pop up? All it takes is a single one of those creatures to get through and it can spell the end of your gunline. Yet he stayed calm and maintained Supporting Fire distance, concentrating his firepower on each new threat in turn. Well played Dan – the Tau Empire is expecting great things from you!

Jervis spends most of his waking hours gaming, or thinking about gaming, so he naturally had a thing or two to say about our GM'd game.

This month's battle report links nicely with my column about gamesmastered games (see pg 56). I guess great minds think alike! As I explain in my column, having a gamesmaster offers a number of opportunities. First of all, it allowed the battle to have an interesting and unique scenario, built around the models and terrain the players had available, with victory conditions that were different for each side (asymmetrical victory conditions, as they are known in the trade). Secondly, it meant the game could include a third faction, that was controlled by the gamesmaster and whose main duty was to cause as much trouble for both players as possible! Having a GM also meant the players could ignore some of the restrictions in their army list. Last but not least, Andrew (as the GM) was there to come up with on-the-spot solutions to any questions that came up, such as how the Tyrannofex could burst through the refinery gates early on in the battle. The overall result is a great example of what gamesmastered games have to offer, as well as showing how straightforward they can be to organise.

BLANCHITSU

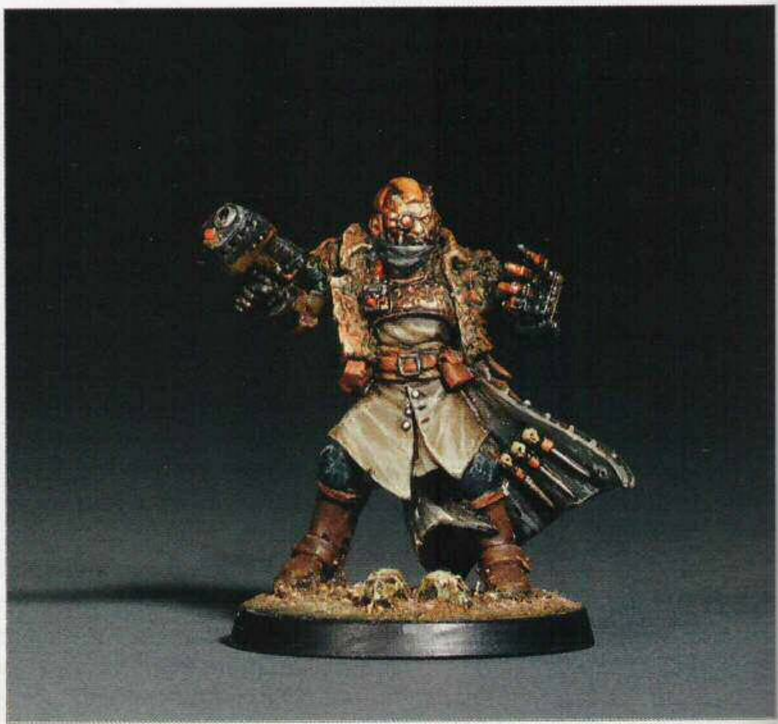
To John Blanche, converting, assembling and painting Citadel miniatures is as much of an expression of his art as his paintings. After a couple of months of sharing other people's miniatures, John returns this month with another strange yet beautiful collection of his own models.

The Chaos Space Marine I showed off in December's issue led to this band, in a roundabout way. I used the buzz saw from a Killa Kan and the head from a Cultist to make him, and as I was playing with the parts I got inspired to make this gang of misfits too. Naturally each of them has a name – written on the bottom of the base – and a piece of background.

They're pit slaves, hive workers. They've got the look of a worker gang – a union perhaps. They work in the sump crust excavating archeotech with their drills and saws, going around in little boats between huge pillars like the legs of oil rigs.

My favourite model is the leader. He's called Mendicantus. I like that name, always have done. A mendicant was a beggar and mendicant priests roamed around the British countryside in the 1300s, preaching to the peasants in the fields, back when the peasants weren't meant to hear words from the Bible. And if they were caught they had their eyes poked out. Maybe Mendicantus is taking the Imperial creed to the sump gangs in the same way. He's still got his eyes though.

JOHN



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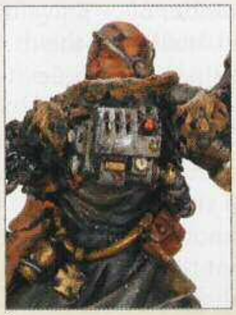

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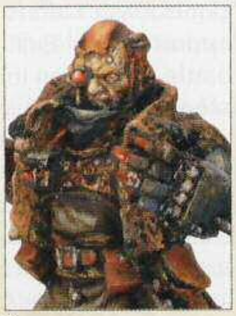
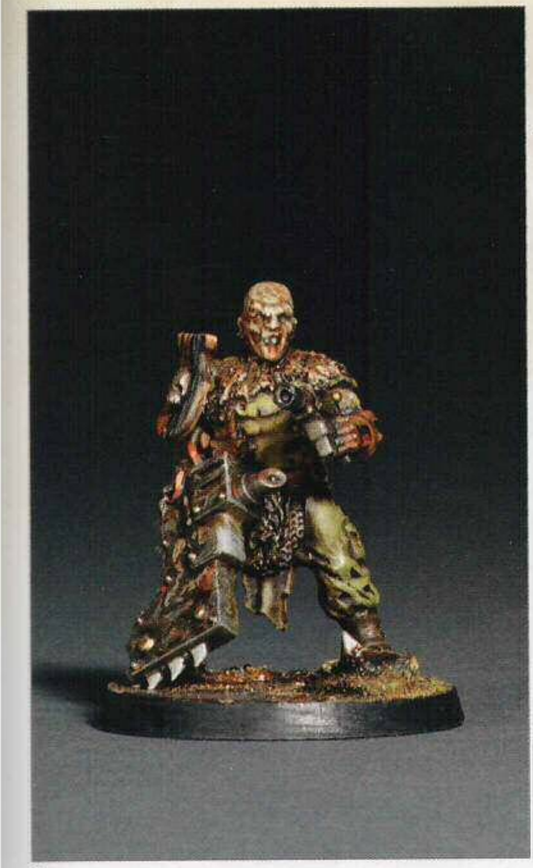


3

1 Pratheus Bruul is this fellow's name and gun-running is his game.

2 John used the body of a Witch Hunter Inquisitor...

3 ...With the head from a Dreadknight pilot and a power fist from an Elysian.



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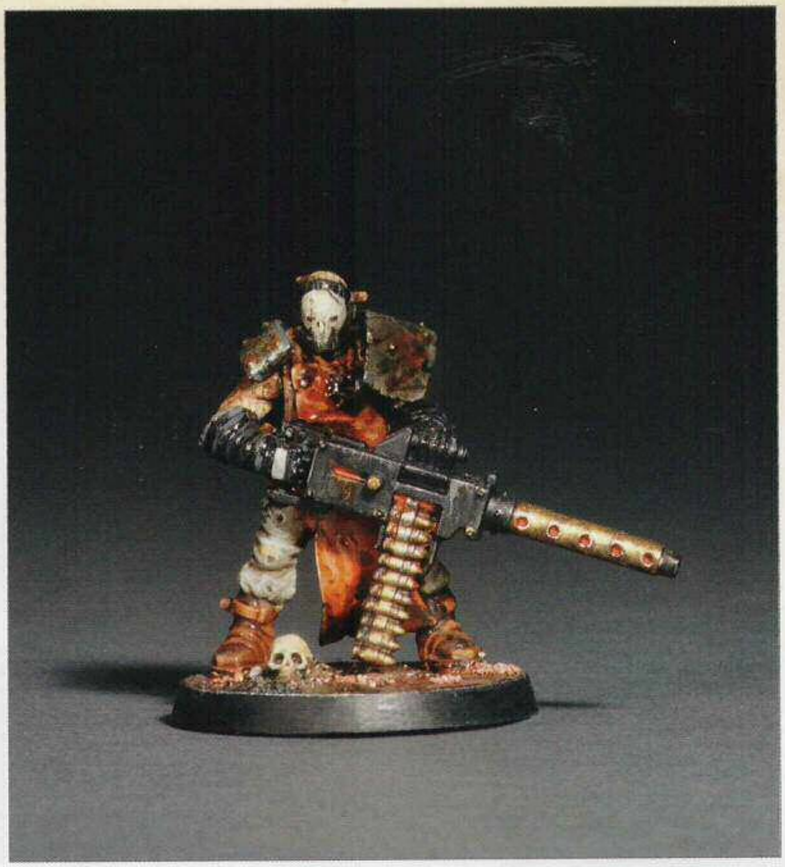

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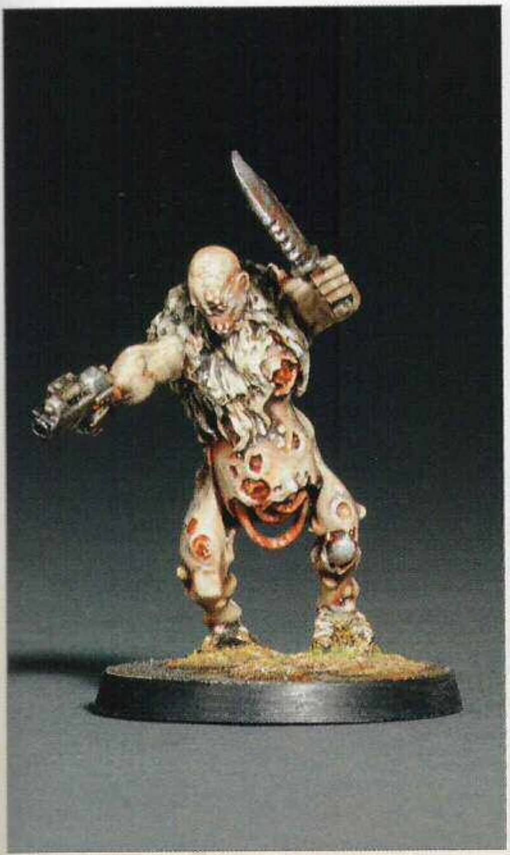

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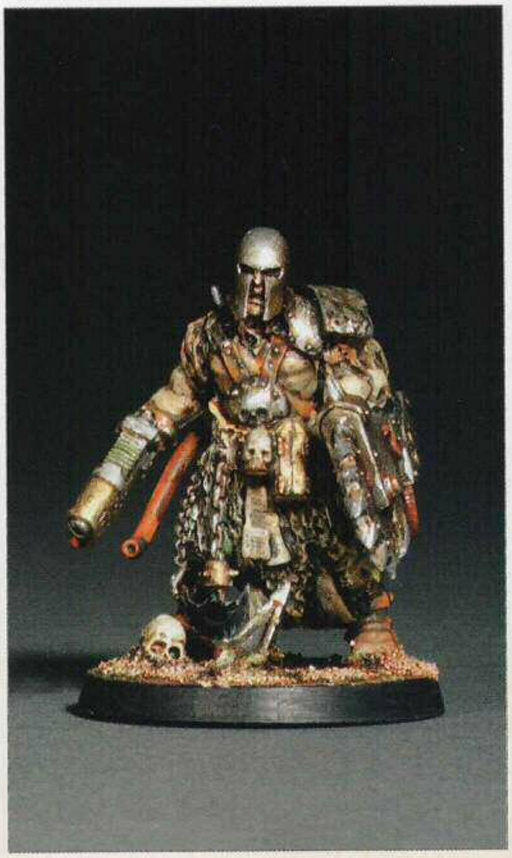

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4 John combined Chaos Cultists with spare Ork components to create a gang of labourers.

5 John has painted an intricate skull motif onto the flat surface of this model's faceplate.

6 This wretched creature has been mutated through exposure to toxic spores.

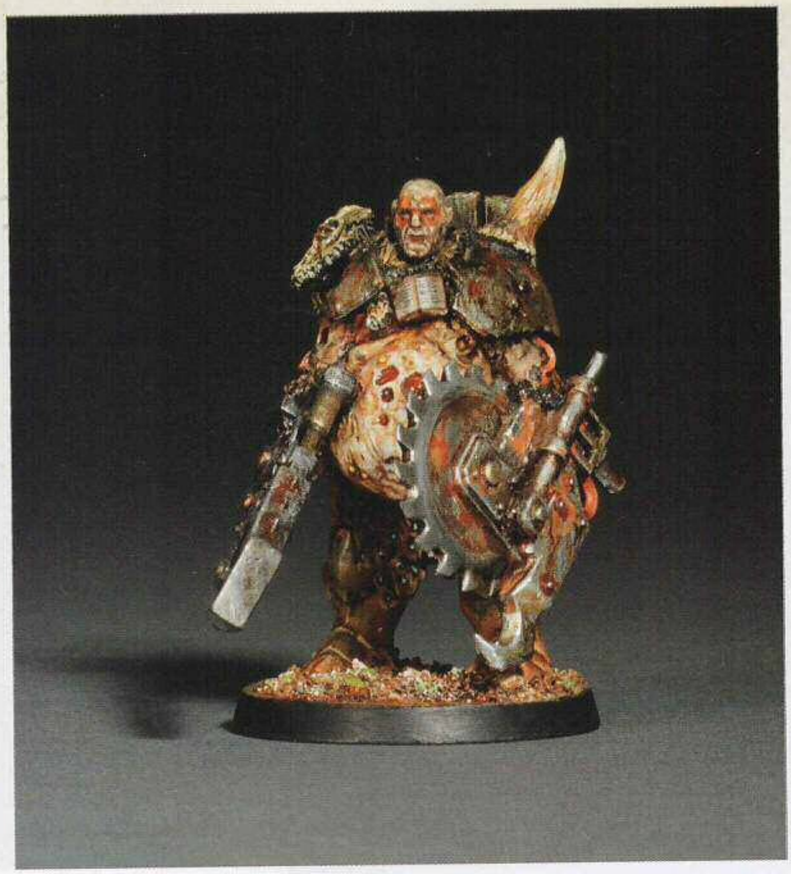
7 Mendicantus himself, the preacher and firebrand who leads these misfits.

8 This buzz saw component is taken from the Ork Nobz kit.

1 John used his favourite model – the Nurgle Chaos Lord – to make this guy, who he sees as a pit fighter.

2 As well as being the gang's brawler, he also bears the word of the Emperor on his back.

3 The larger buzz saw born by the pit fighter is from the Killa Kan. Its bulky size complements his own grossly swollen frame.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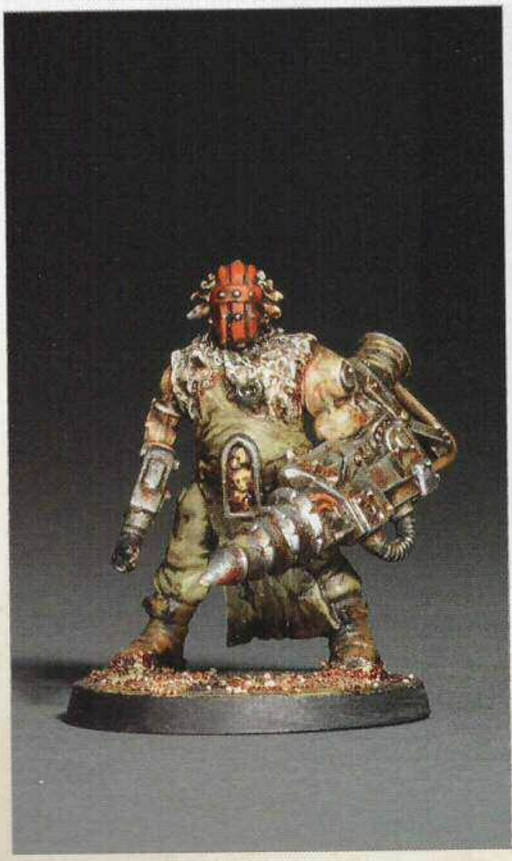
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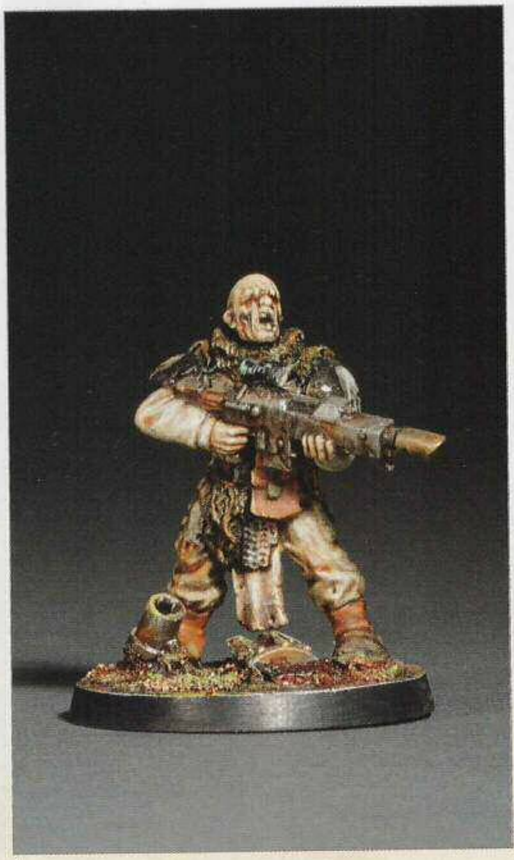
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4 The huge drill of this worker comes from a Killa Kan, the head from a Flagellant.

5 The head of this warrior is taken from a Flagellant, the lasgun from an Imperial Guardsman and the body from a Cultist.

6 John used Plaguebearer bodies as the basis for his mutants, but instead of Plaguebearer heads he used the death's heads found on the same kit…

7 …As well as more esoteric sources, such as the head from an Ungor musician, giving this mutant an especially grotesque and bloated appearance.

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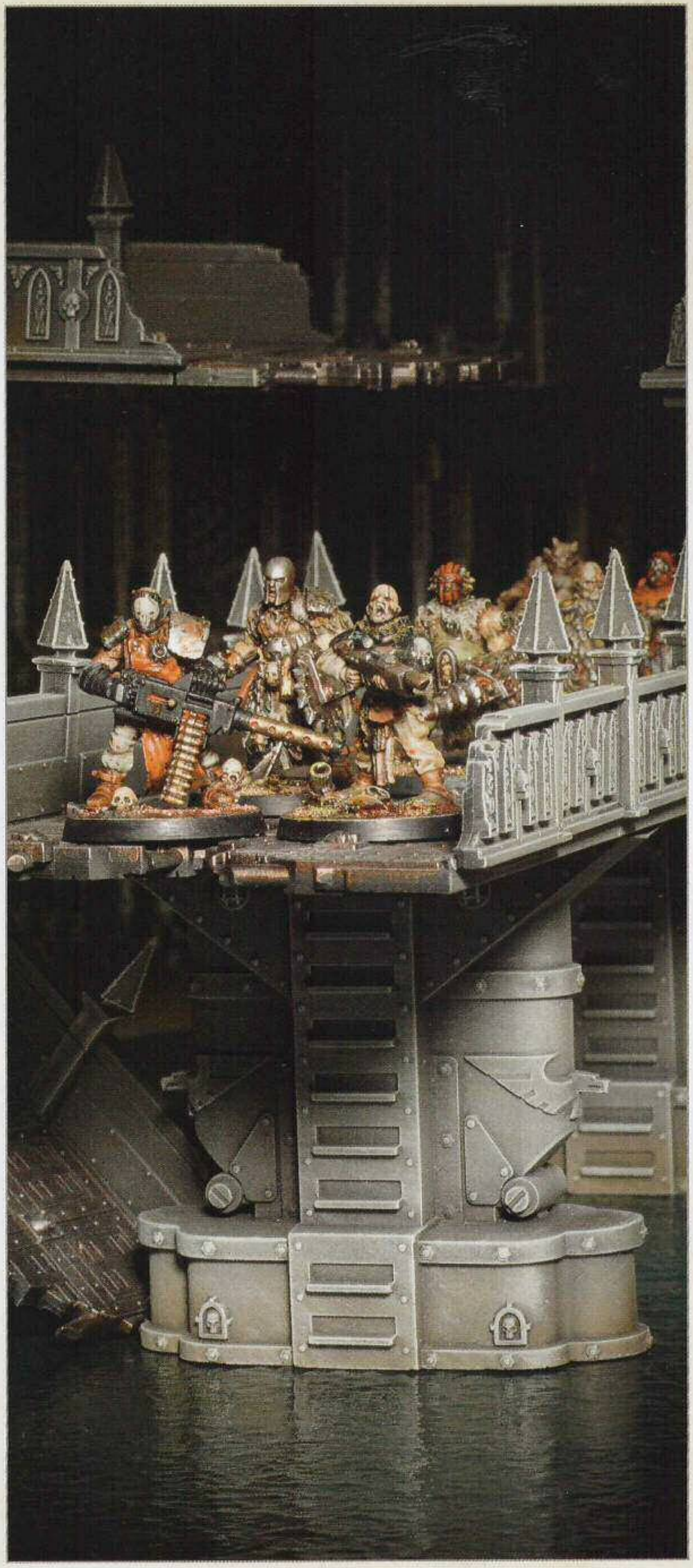


RISE OF THE BATTLESUITS

"The foremost sign of honour and reputation among the warriors of the Fire caste are their battlesuits – the apex of the Tau's military technology. Tau battlesuits are advanced suits of armour, which are piloted as much as worn.

In addition to their weapons, battlesuits carry upgraded equipment, such as jet packs, recoil absorbers, or any number of additional support systems, including drone controllers, target locks, shield generators, or advanced sensors.

Each battlesuit is a high tech marvel, maintaining balance between offensive capability, armoured protection, speed, agility and utility. It is little wonder then, that only the most experienced of Fire Warriors are promoted to Shas'ui, the honoured rank deemed worthy enough to pilot a battlesuit."

– Codex: Tau Empire

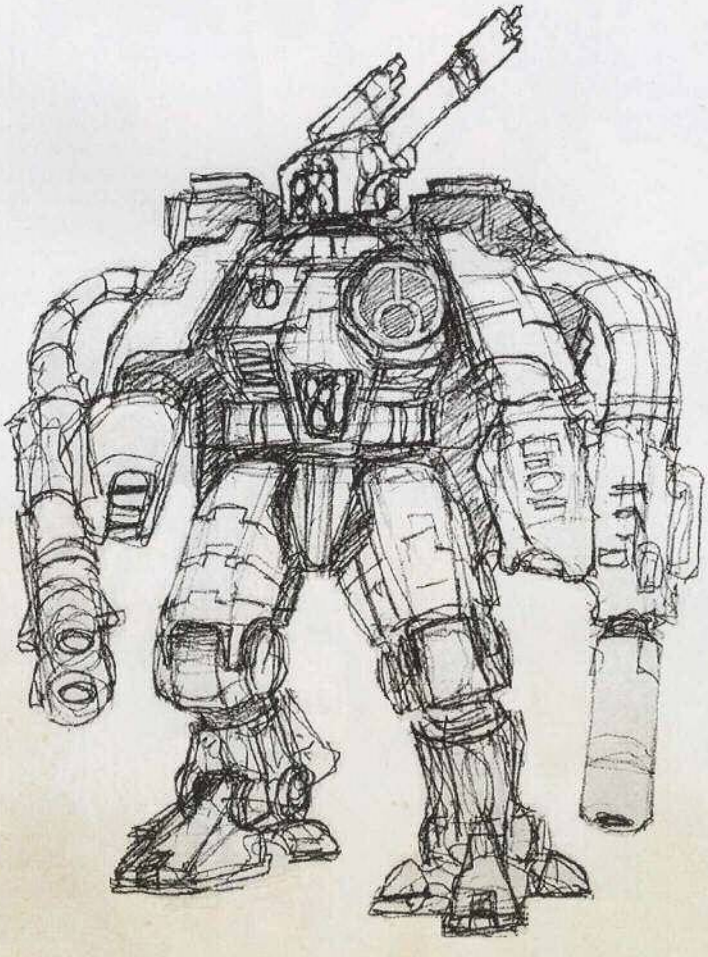
BATTLESUITS: THE BEGINNING

Adam Troke explores the history of the Tau battlesuit, beginning with the emergence of a new race...

Jes Goodwin was heavily involved in the development of the Tau; here he talks to Adam about the rise of the battlesuit.

The arrival of the Tau in 2001 as a new race for Warhammer 40,000 was very exciting for Games Workshop hobbyists everywhere. It had been quite some time since a whole new race had been introduced into the tapestry of the Warhammer 40,000 universe – but suddenly, and quite without warning, here was the fledgling Tau Empire. The Tau are dynamic and enthusiastic, a stark contrast to the entropy and decay that can be seen in the other great powers of the galaxy. They are inclusive where other races are xenophobic and expectantly hopeful in the face of trans-galactic morbidity.

The rise of the Tau within the background of the Warhammer 40,000 universe is similarly swift and inspiring. When Imperial explorators first discovered the Tau race in the late 36th Millennium they were a primitive culture of little worth; more likely to wipe one another out in a civil war than threaten the Imperium. Less than five hundred years later, however, and the Tau had developed the means to reach the stars, becoming a united, orderly and fiercely expansionist empire. Shepherded by the enigmatic Ethereals, the Tau were now reaching out to claim their place in the galaxy.



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It's astonishing to think that mere millennia into their evolutionary journey, the Tau Empire has already mastered sciences that leave the Imperium of Man falling behind in the arms race. The most iconic symbol of the Tau's technological superiority is also the centrepiece of many people's collections – the battlesuits the Tau pilot to war. Integral to the creation of these miniatures was a veteran of Citadel miniatures design, Jes Goodwin. "Tau battlesuits are born from our earliest discussions about who, and what, the Tau are," explains Jes. As part of the team that created the Tau around 2001, Jes' ideas and designs informed much of what the Tau have now become. "We began to hone the Tau culture, building an image of their race that proved very beneficial to determining how The Tau preferred to fight their battles.

"Many 'real-world' societies perceive close combat, face-to-face duels, to be the most honourable way of fighting an enemy," Jes explains. "Tau combat doctrine turns that firmly on its head. Instead the Tau conform to ancient principles that liken their foe to the prey on a hunt and focus entirely on slaying it with ranged weapons. In their ancient history that will have been with bows, and we imagined situations where the use of a bow would become an almost ceremonial affair, with warriors spending years honing the perfect way to draw and loose an arrow. Even their culture has evolved in such a way that fighting in melee is quite abhorrent to them and

2

close combat is only used by the Tau as a last resort. They would always rather keep their foe at greater than arm's length. It's not enough just to shoot at your enemy and hope they never reach you, though – you have to be willing to move to better positions, or to avoid needless risk when required. The battlesuit is the answer to the need for both firepower and mobility."

As Jes talks, it's clear just how thoughtfully the Citadel design team approach creating new miniatures. "At the heart of all this were a couple of practical considerations," Jes continues, beginning to rifle through a folder loaded with sketches and illustrations he made throughout the development process. "The first being the desire to make some fantastic models and the practicalities of that, the second being the need to make them distinctly different from what we already had in armies such as Space Marines, Eldar, even the Necrons. The proposed military dogma of the Tau, combined with their high level of technology, meant that advanced battle armour became a foregone conclusion, for us at least. But we didn't want to tread on the toes of the armour types we already had in our range (bearing in mind things such as Space Marine power armour). This led us to develop alternative shapes, concepts and designs.

"Developing the physiognomy of the Tau informed what the suits would look like," Jes adds, to illustrate his point. "Tau are digitigrade in posture, with feet that end in long toes a bit like a camel has. To reflect this the battlesuit also stands upon long toes, possessing joints in the same places as a Tau. We also looked at how the battlesuit could carry its pilot. The Fire Warrior sits cradled in the central chassis, using both his arms and legs to control the suit – his feet even extend a certain way down into area where the legs are. When a battlesuit walks, it does so with the gait of a Fire Warrior.

"The Tau's technology level is based firmly in the 'near' future, not in the incredibly far-fetched weapons of the Eldar or Necrons, or the brutish technology that the Imperium relies upon. The Tau have a clean aesthetic that would exist outside of our own real-world capability, but within the realms of possibility."

1 An early concept image gives an eye-opening glimpse into how the Tau developed. With time the feet of the battlesuits were altered, so the model stands on its toes, and any loose cabling and pipes were removed.

2 Commander Farsight leads a team of elite battlesuits through the snow.

Identification Codes

Each battlesuit has a designation, such as XV8 or XV104. These codes follow a system (thought up by Earth caste engineers). XV indicates the hardware is a battlesuit. The number indicates the suit's mass size (XV0 for a pilot, XV8 for a Crisis suit). Subsequent numbers indicate the suit is a prototype, such as Shadowsun's XV22.

Matt Holland, Jes Goodwin and Daren Parrwood talk about the design of each class of battlesuit.

XV25 STEALTH ARMOUR

Jes: The Tau's level of technology offered opportunities to explore systems that are almost within our grasp in the 21st Century, such as the Stealth suits. Of course, you can't model light-bending, so instead we had to create a model that looked as if it could do that. Thanks to its bulk, it can sustain longer operations with a larger, more reliable power plant and a more effective stealth-shield that enables them to switch theatres of war without the need to return to base.

XV8 CRISIS ARMOUR

Matt: The XV8 Battlesuit is the definitive answer to the Tau's desire to fight on their terms. It combines a jet pack and a level of armament rarely seen on a unit of this size, giving the Tau army the chance to respond quickly and apply force where needed.

The battlesuit plays strongly on the theme of an elite, highly trained warrior and his suit of armour – it's a strong image and a relationship that is played out throughout the Tau army.

XV9 HAZARD ARMOUR

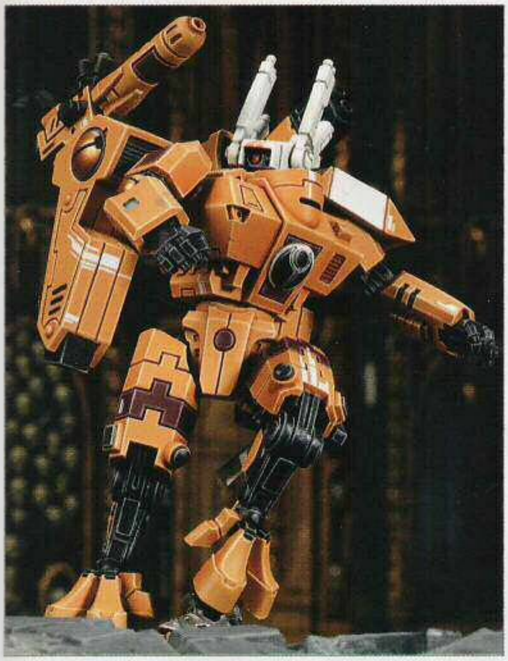
Daren: The Forge World XV9 armour is based on early Design Studio concept art. It shares some similarities with Stealth armour, and on some models I have highlighted this, such as the fixed optics position on the suit for Shas'o R'alai. I also wanted to highlight the fact that the Tau field test new tech, so I equipped R'alai with an experimental pulse submunitions rifle, an 'Eclipse' shield generator and photon cellular units on its knees to ward off enemy assault troops.

XV22 Battlesuit

The only known suit of XV22 armour is worn by Tau Commander Shadowsun. It is an experimental suit of stealth armour with the latest in stealth technology, armed with twin fusion blasters and flanked by an MV52, a potent shield drone. So far, Shadowsun's armour is exceeding all previous expectations.

XV8-05 CRISIS ENFORCER

Matt: If the XV8 Crisis armour is intended for rapid reaction, the XV8-05 is the next step in improving the already formidable design. Enforcer armour has hints of more advanced weapon systems, and that's part of the joy when working on the Tau; they are constantly innovating their equipment, and their rate of development is astounding. Because of this the Enforcer armour looks more manoeuvrable and has various tweaks to his armour, such as the stabilisers located on its knees.

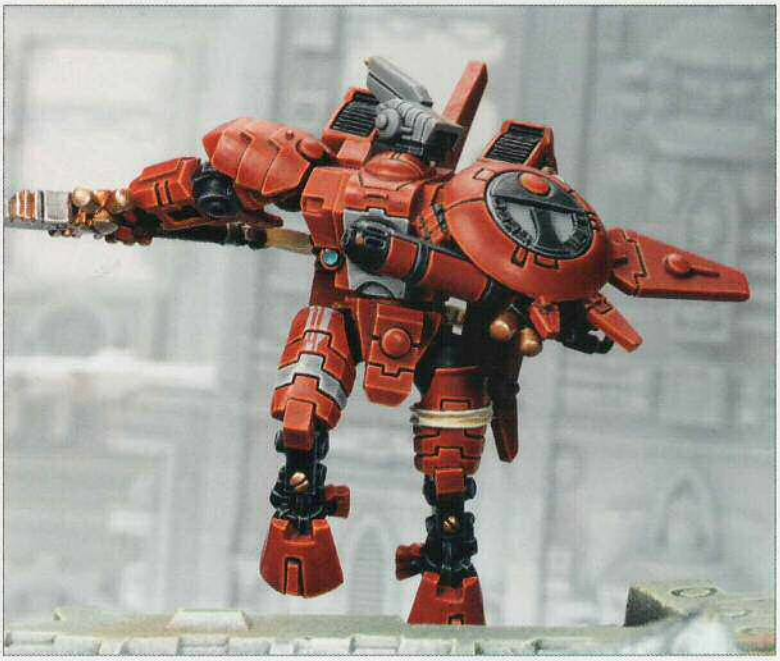


COMMANDER FARSIGHT

Matt: Farsight is a breakaway leader, so he is unlikely to have quite the same level of technology at his disposal as other Tau Commanders. Because of that, I modelled him to look like he's wearing a classic model of Crisis armour that has been customised by his own artisans and engineers. He has his own heraldry on his shield, bespoke pauldrons and streamers flowing from his armour – all of these play on the classical image of a mighty warlord in his personal suit of armour.

XV02 Pilot Battlesuit

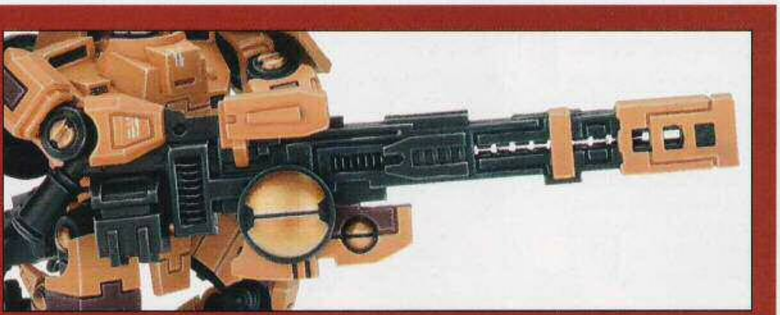
Longstrike wears experimental XV02 armour, designed to help him interface with his Hammerhead Gunship and process detailed targeting data while piloting his tank single-handed. To fit in a Hammerhead, the XV02 suit is by necessity compact, barely bigger than Tau combat armour.



XV88 BROADSIDE ARMOUR

Matt: The Broadside Battlesuit trades the mobility and versatility of a Crisis Battlesuit for the raw power of a heavy rail rifle. Their more static, fire-support role called for thicker armour plates and a heavier-set 'aiming' stance. I modelled on a cooling system, and particle accelerator to depict the extra power his weapon systems would need.

The Broadside also has an asymmetrical shoulder plate, similar to that of a Fire Warrior. This gives him a little extra protection when he's aiming down his gun, and also provides a similar silhouette to the rest of the Tau gun line.



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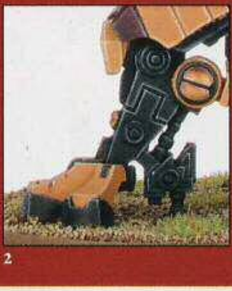

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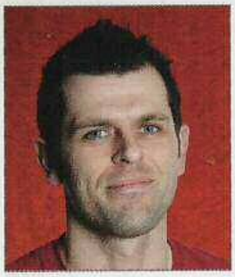
1 Matt: "Modelling the Broadside to hold the main gun enabled an action pose, making it look more like a dynamic battlesuit and less like static artillery. It also played nicely on the pose and shape of the Tau Fire Warriors."

2 Matt: "We looked at how the Broadside braced against recoil. Jes suggested a system to provide stability, so I added the pneumatic struts, like a JCB. These lock down to the ground, providing a sturdy shooting platform."

BATTLESUITS: THE RIPTIDE UNLEASHED

Matt Holland discusses the concept and design of the Tau's newest Battlesuit, the XV104 Riptide.



Matt collected Tau models long before he was a member of the Citadel design team. Now he mixes work and pleasure, sculpting models by day and painting them by night.

"Years ago, when I began my Tau collection, the battlesuits were my favourite part of the range," Matt says, when I ask him about his involvement with the new Tau miniatures. "With the start of the Tau project, the Citadel design team looked carefully at the directions that we could take any new miniatures in, and the overwhelming response was to add a new, even larger battlesuit to the Tau arsenal."

"To our way of thinking there is a family of Tau battlesuits, which share imagery and ideas – any new additions had to strengthen those concepts," Matt says. "I began by making mock-ups of my ideas – little more than cardboard cut outs, they showed scale, weapon sizes and that sort of thing. Two new miniatures emerged from that – the Crisis Enforcer armour, for the Tau Commander, and the Riptide."

"Making a Tau battlesuit the size of the Riptide was like entering uncharted territory; the Tau had no precedent for something of that size on the battlefield, so I was working with a blank canvas really," Matt explains with a smile. "My first question to answer was 'what is the Riptide's purpose?' If we had just given the Riptide a massive gun, and ignored the other roles served by battlesuits, we might as well have just made a cool new tank instead. So we wanted a premise that required a battlesuit – the answer was already there in the battlefield role performed by the Crisis suits," Matt says.

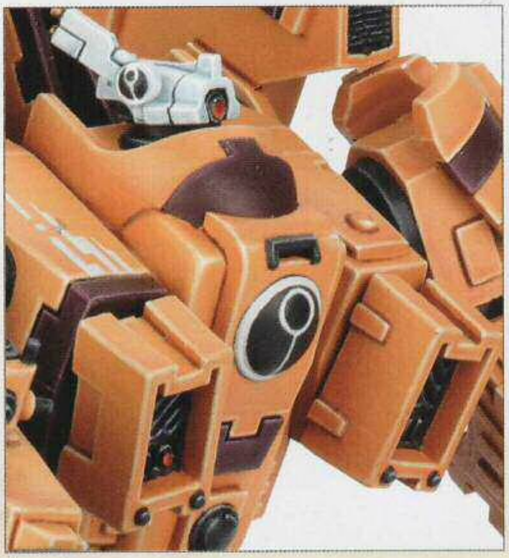
"So, we equipped the Riptide to deal with the same missions a Crisis battlesuit does, only more deadly. The Riptide pilot is an elite Shas'vre – chosen to don the greatest armour and fight for his Cadre mates. I think of the Riptide pilot as an exemplar among his peers – a 'sword saint', within the context of the Tau. The Riptide jets in quickly to stop a gap in the lines," Matt adds. "He gives covering fire to protect his colleagues, he shields his allies with his armour. He uses his battlesuit to serve those who fight beside him."

"The idea of an experimental reactor the pilot can activate to enhance his battlesuit was very appealing. The pilot willingly risks using Riptide's nova reactor, even though radiation may kill him, so that he can better serve his comrades, and ensure a perfected reactor for future generations. Such self sacrifice highlights the nobility of the Greater Good and the heroic nature of a Riptide." **AT**

1 The Riptide's optical and auditory unit (the head) is a standard size – this helps to convey a sense of scale between battlesuits. The heads in the kit can actually even be swapped with those found on the other Tau battlesuits.

On either side of the chest area (where the pilot is encased) are the two reactors. The larger nova reactor is on the left, while the more reliable fusion reactor is on the right.

2 The Riptide carries a massive shield generator, which can be nova-charged to enhance its deflective properties.



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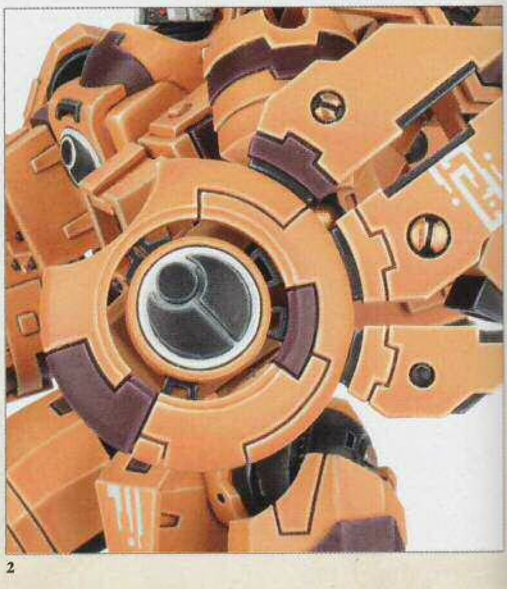

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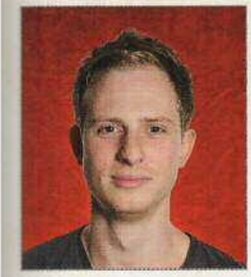
HALL OF FAME

The Citadel Hall of Fame is a collection of the finest miniatures in the world, nominated by the people who know best: the artists, figure painters and designers themselves.

KHORNE LORD ON JUGGERNAUT

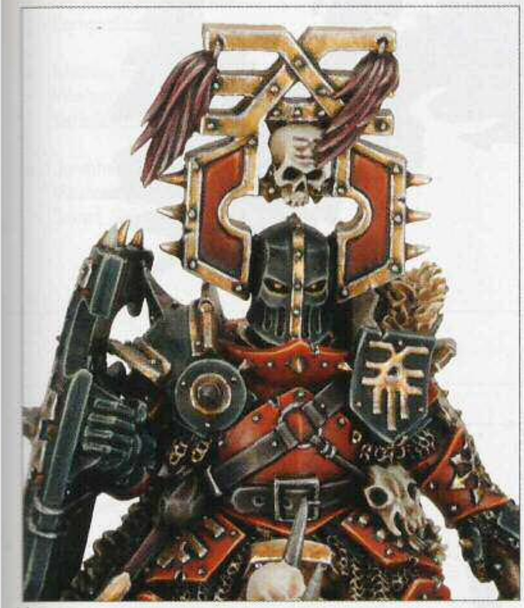
SCULPTED BY JES GOODWIN
NOMINATED BY TOM WALTON



Tom Walton is a member of the Citadel design team. His latest model to be released is the new Tau Riptide.

Tom: When I was a teenager I had a Khorne Lord riding on a Juggernaut (by Dave Andrews) in my collection. I thought it was the coolest model ever. The first time I saw Jes' Lord on Juggernaut, I had exactly the same reaction. The models are similar in concept, and because of that, they provide context to how the techniques of the Citadel design team have developed over the course of a couple of decades.

A lot has changed since I first brought that World Eater riding a Juggernaut though; as well as collect Citadel miniatures, I now also help to design them, and that means I look at our models quite differently. Every miniature you sculpt has a 'golden angle', the one direction from which it looks its absolute best – that tends to be the angle that you automatically hold the model at when you first pick it up. With this Chaos Lord, the composition is so strong that defaulting to the golden angle is natural – from that position it has a triangular silhouette with the Khorne symbol on the helmet at the apex. The Lord's shield and axe frame his torso perfectly – and he's glaring off into the distance.



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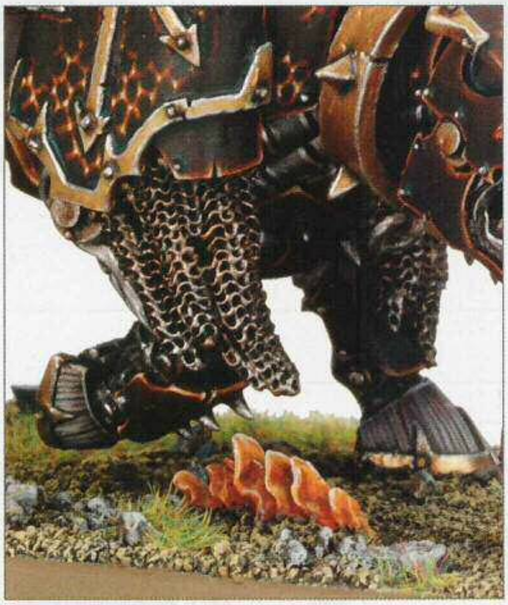

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1 Tom: "The Khorne Lord's head is completely concealed by his helmet – it makes him look detached and unemotional, a stone-cold killer who simply doesn't care about anything except killing."

2 Tom: "There are lots of little touches to the model that make it even more special, such as the flames springing up where the Juggernaut is pawing the ground."

Jes: I am honoured Tom chose this model, because it is one of my favourites too. It emerged from an idea I had, having just sculpted the Nurgle Lord on Daemonic Mount – which was to create Chaos Lords that could sit side by side in a distinctly Warhammer riff on the theme of the four horsemen. There is a strong sense of narrative to the miniature, which revolves around the implied threat of violence. He's immobile, but his steed is clearly straining, ready to charge. It's capturing the moment before action, rather than a model posed in the middle of a melee.

If you look closely at the model, there are several metal textures on it. The brass collar of the Juggernaut, for example, is sculpted to look like it has been beaten into shape with hammers.

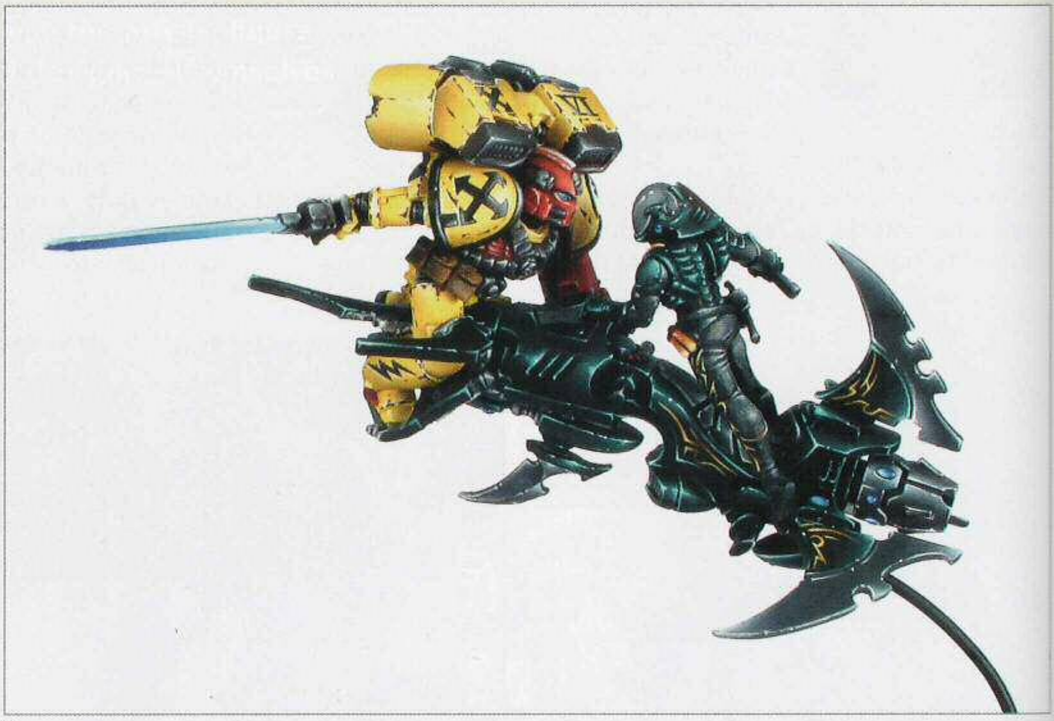
Something I did with this model was focus on the armour plates. They are detailed without being baroque, practical without being plain – just thick, impressive plate metal with gratuitous studding. The helm is my indulgence. It's based on a sketch I drew years ago. I was simply waiting for the right model to come along to use it on.

Jes Goodwin is a legend of miniatures design, responsible for Space Marines, Eldar, Dark Eldar and more.

Golden Demon 2012 Part 4

And so we come (almost) to the end of our Golden Demon Parade Ground specials. In this issue you'll find a round-up of winners from last year's French, Italian and UK Games Days. Next month: Japan!

FRANCE GOLDEN DEMON



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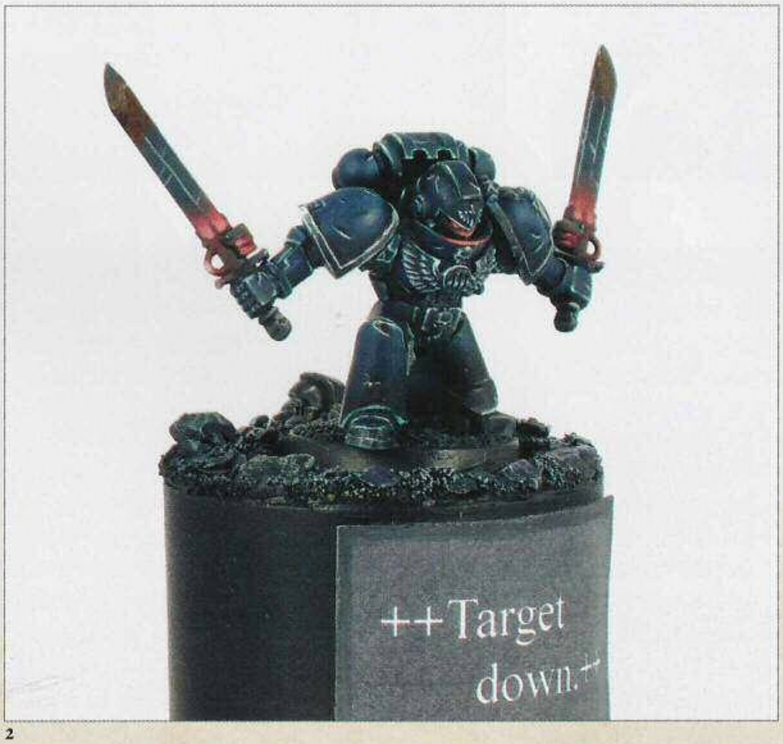

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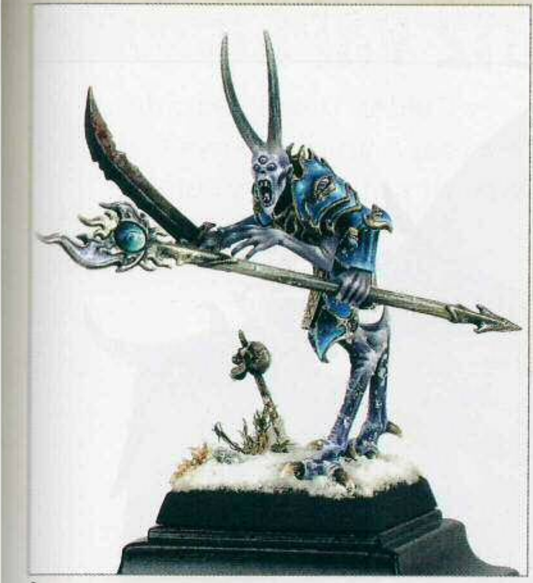
1 Alexis L'Huillier, Duel, Gold.

2 Pierre Franc, Young Bloods, Bronze.



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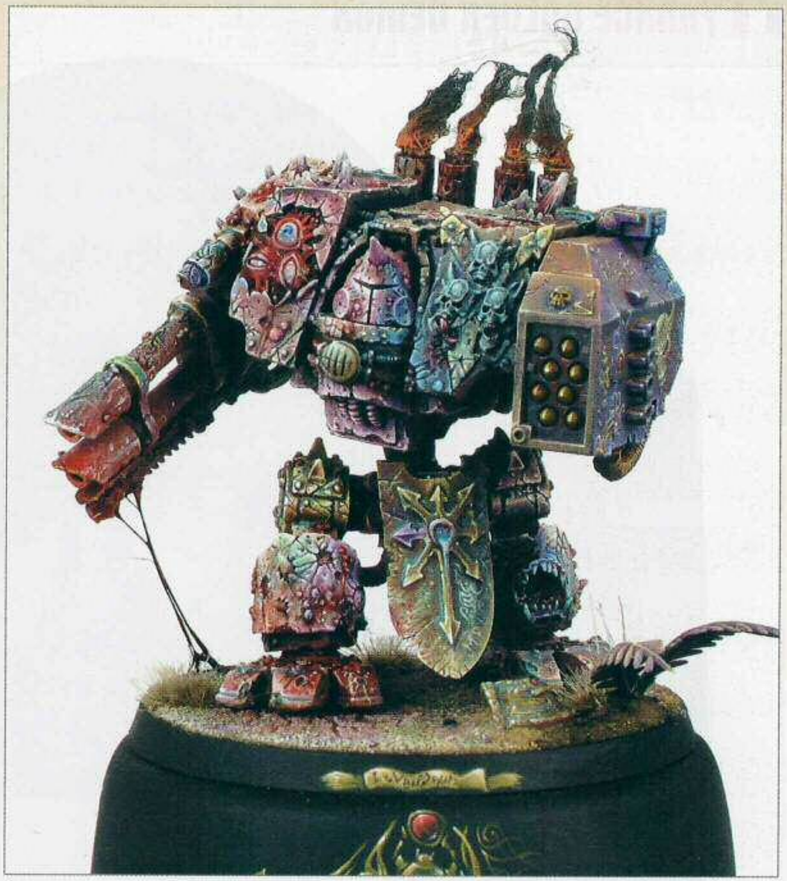
3 David Waeselynck, Open Competition, Gold.

4 Mathieu Pacaud, Warhammer 40,000 Vehicle, Gold.

5 Jonathan Gonthier, Warhammer 40,000 Squad, Gold.



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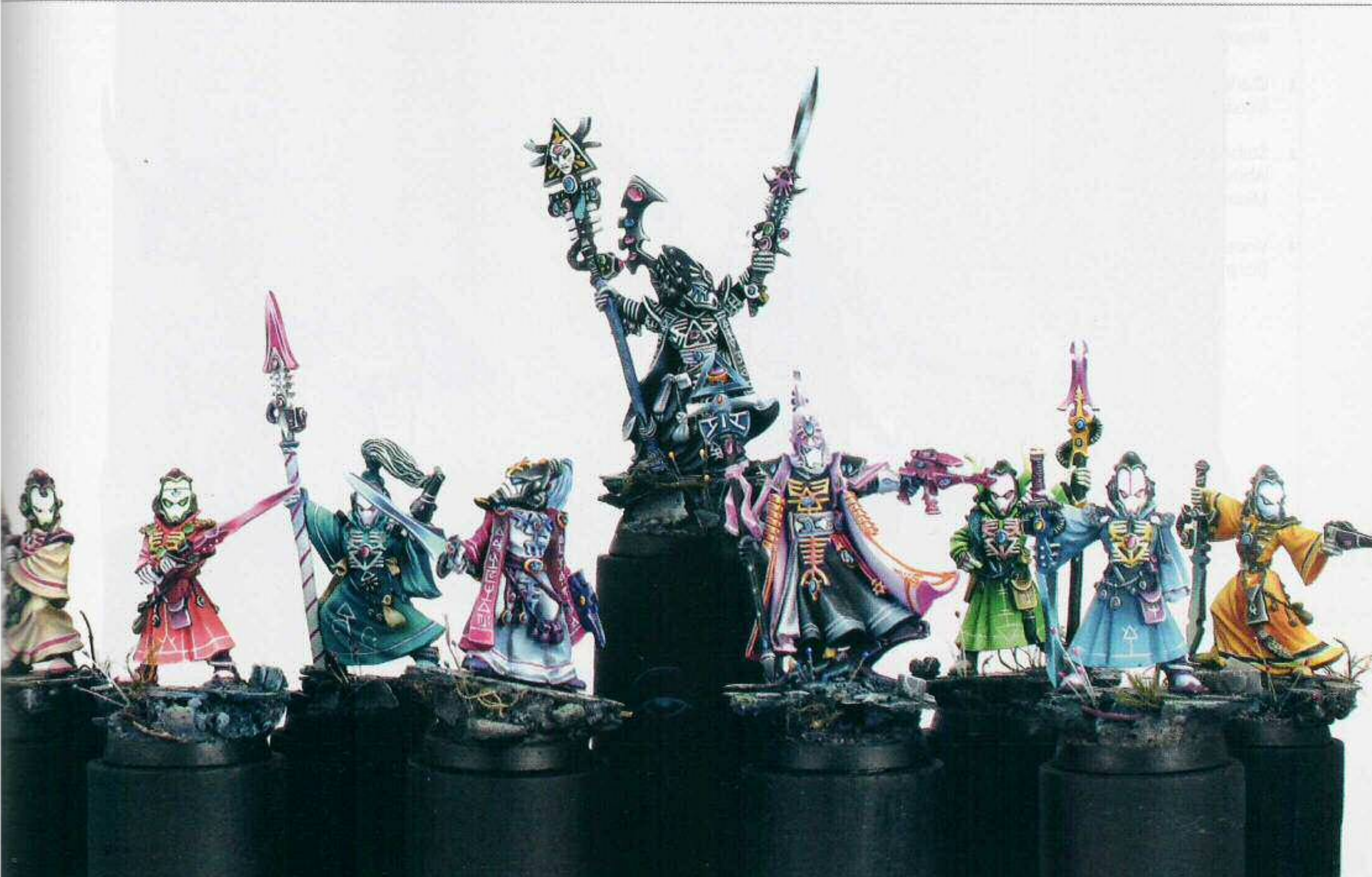

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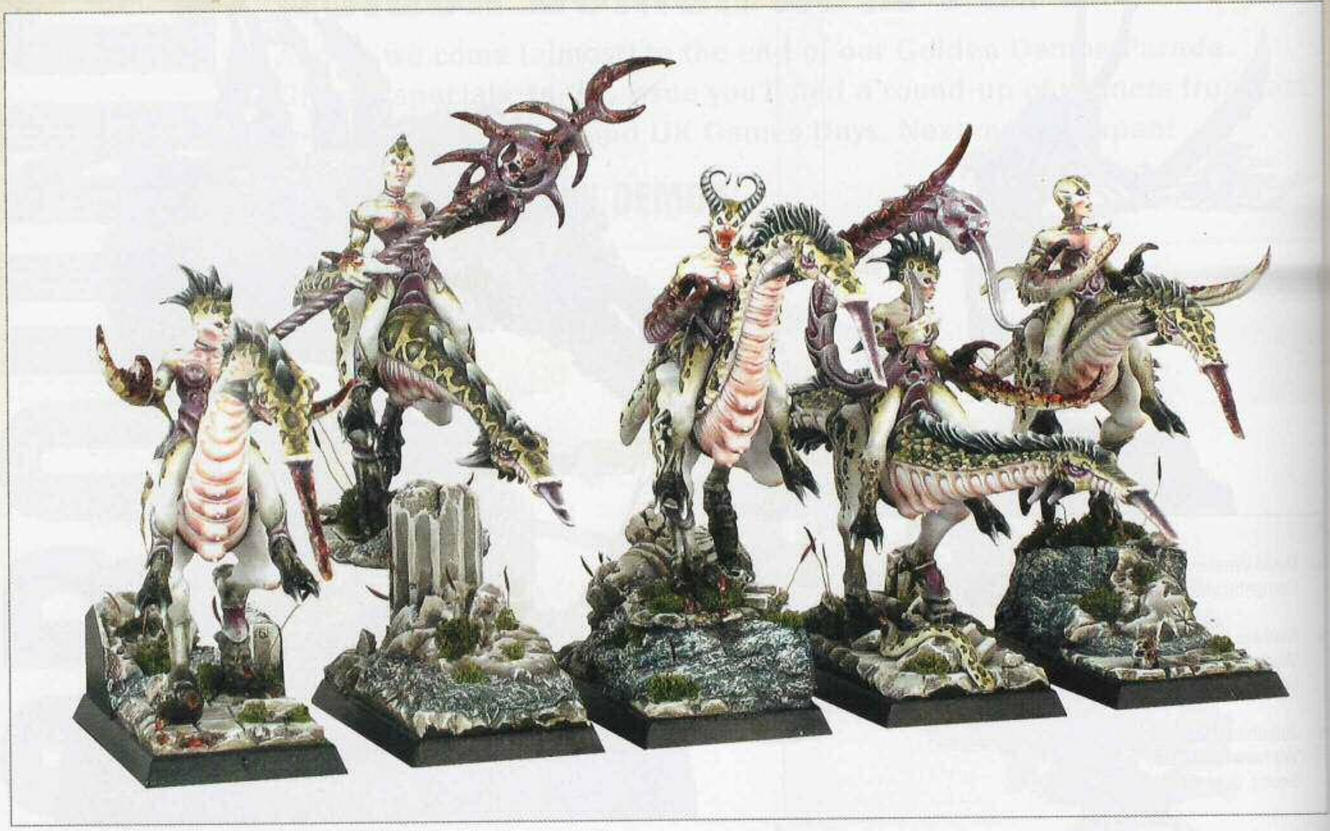
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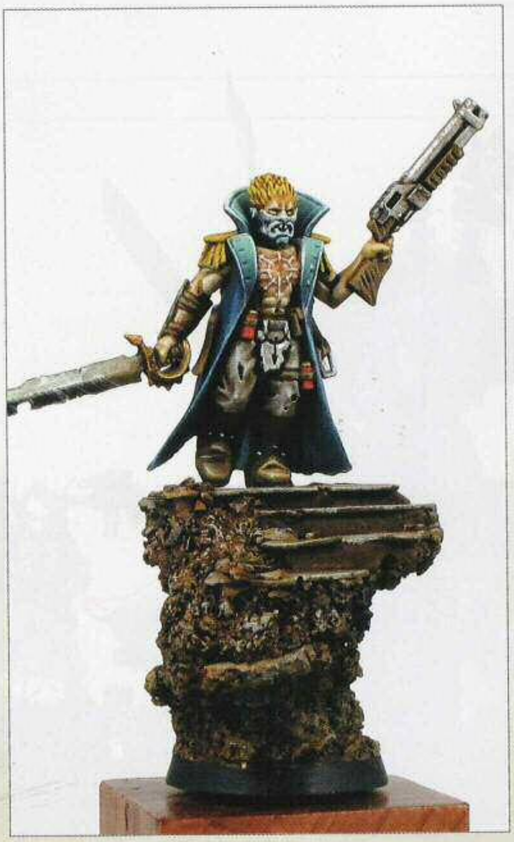
1. David Petit, Warhammer Regiment, Silver.
2. Charles Duech, Young Bloods, Silver.
3. Stefan Kochowski, Warhammer Single Miniature, Gold.
4. Vincent Bourrier, Diorama, Gold.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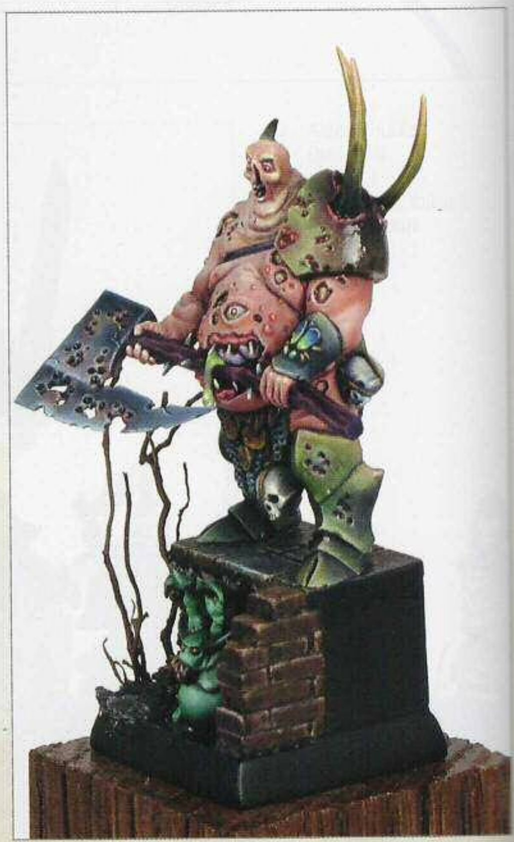
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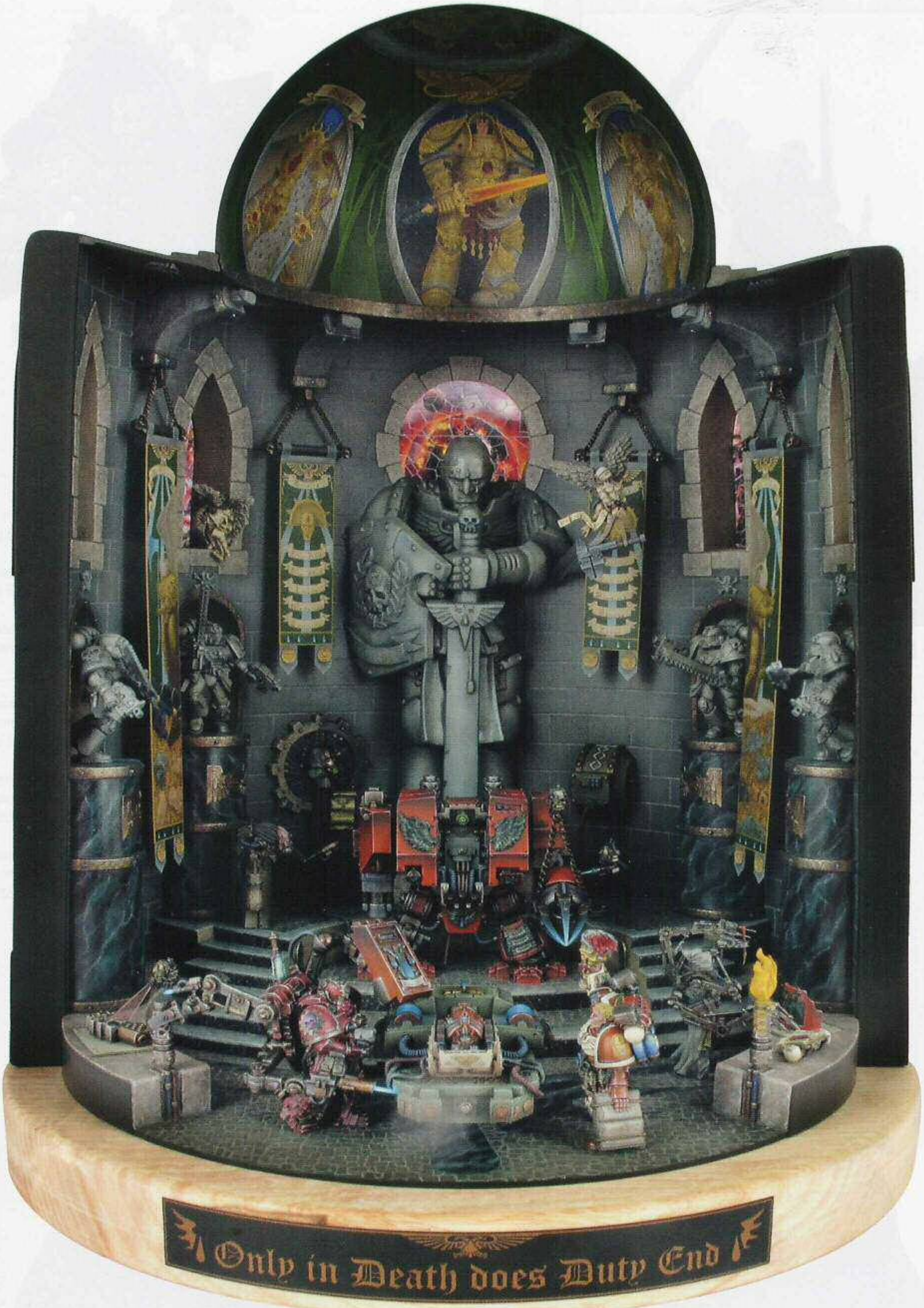
Only in Death does Duty End

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" Born
in the war "

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1 Sandro Zangiacomi, Young Bloods, Gold.

2 Mathieu Fontaine, Forge World Best of Show.

3 Christophe Roque, Warhammer Regiment, Gold.

4 Guillaume Hemery, Warhammer 40,000 Single Miniature, Gold.

5 Damien Tomasina, Warhammer Single Miniature, Silver.

6 Maxime Ducros, Warhammer 40,000 Monster, Gold.

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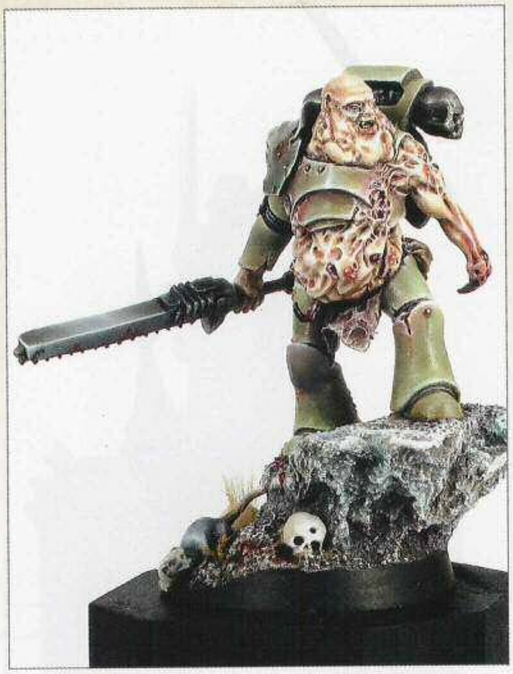
FRANCE GOLDEN DEMON



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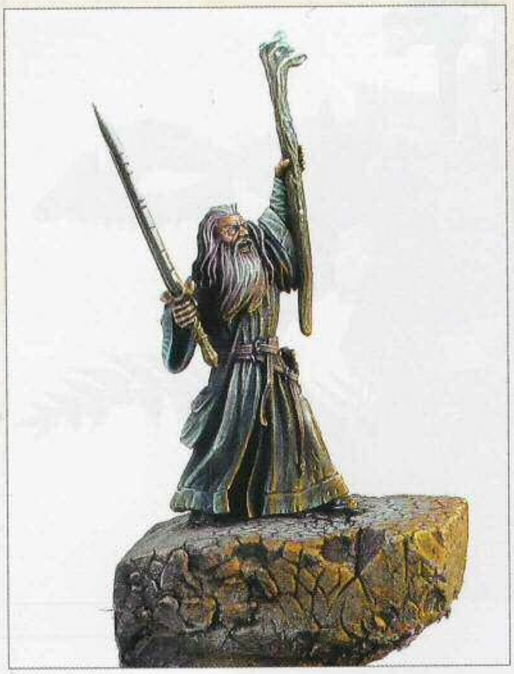

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1 Guillaume Lemas, Warhammer 40,000 Single Figure, Bronze.

2 Mathieu Pacaud, *The Lord of the Rings*, Gold.

3 David Gallo, Warhammer 40,000 Squad, Silver.

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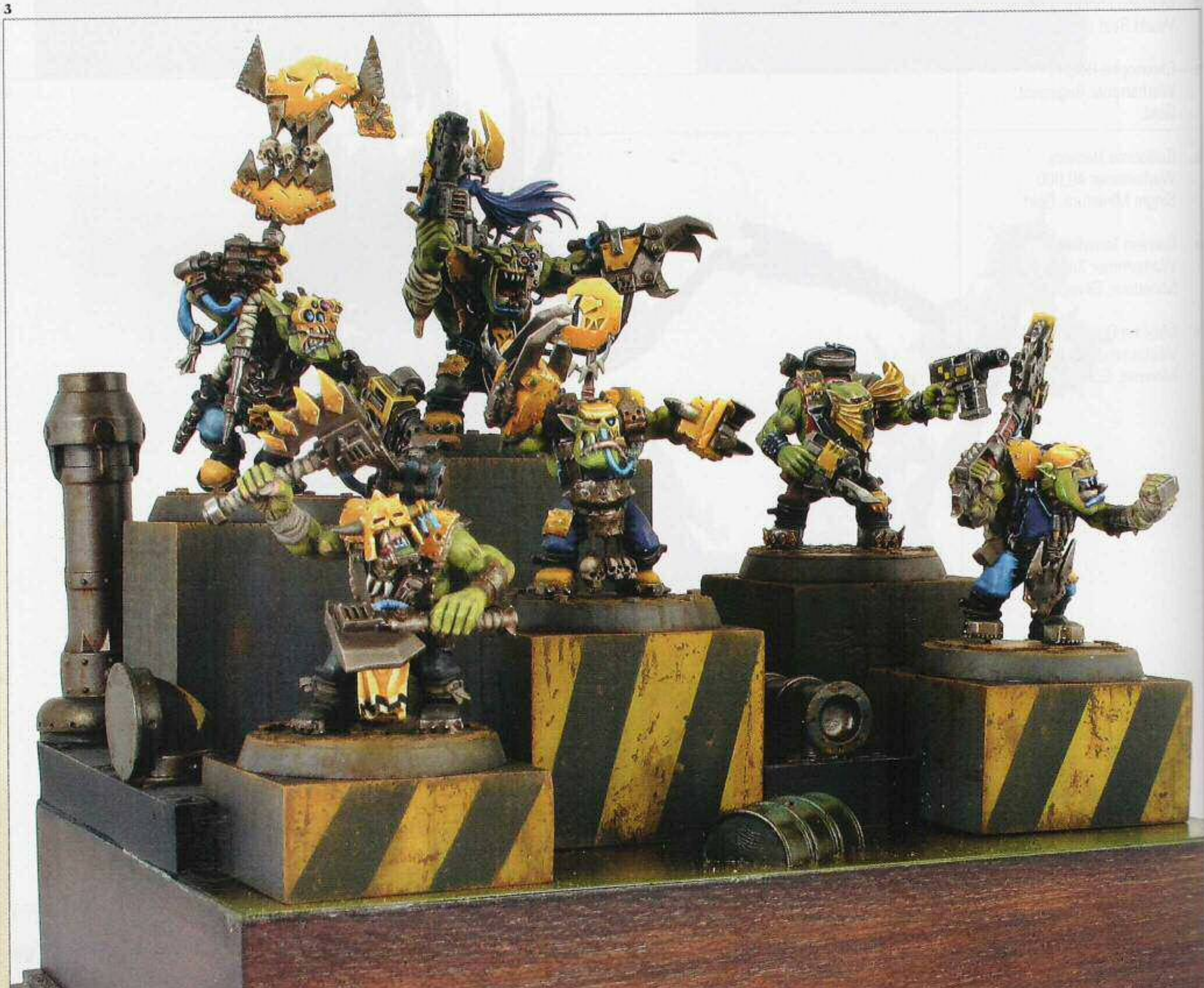
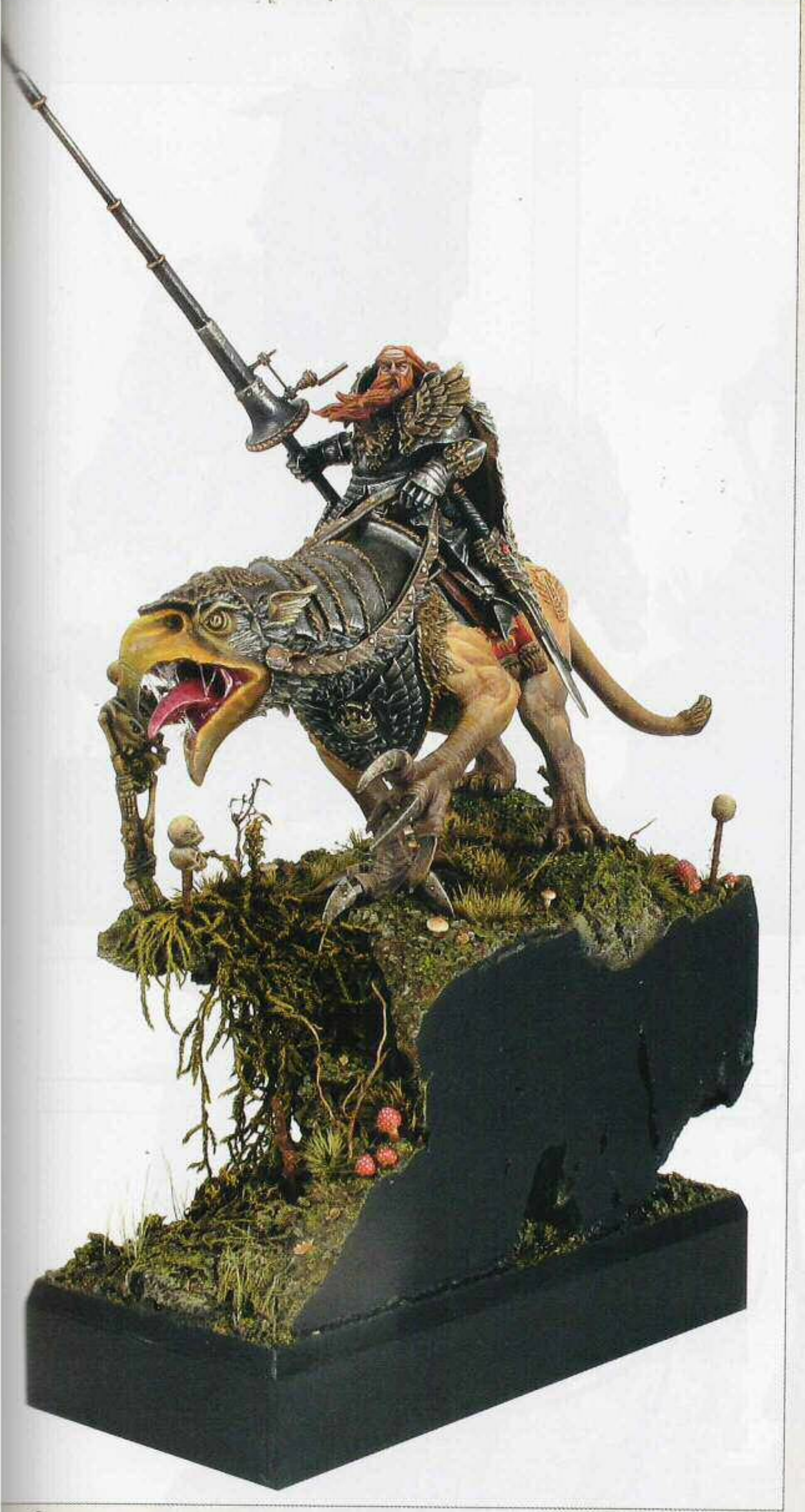


FRANCE GOLDEN DEMON SLAYER SWORD WINNER



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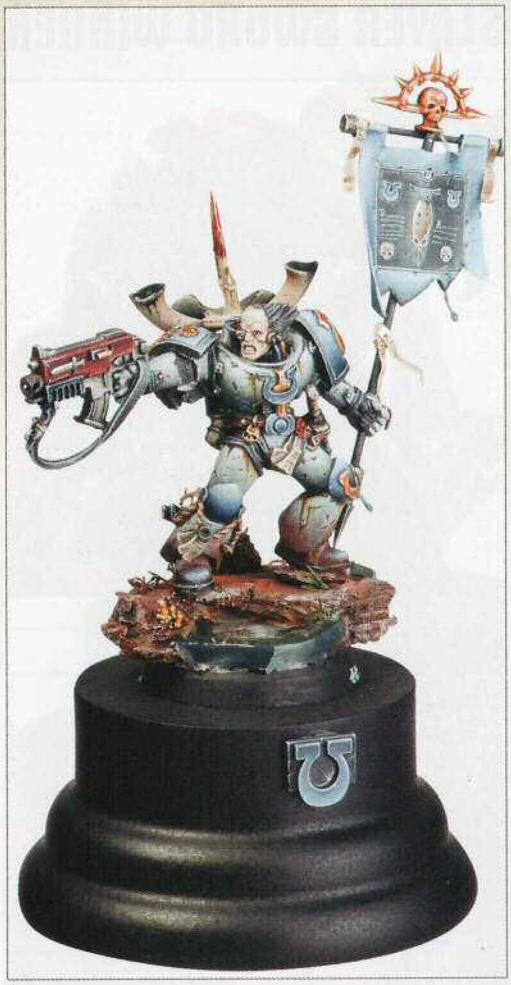
4 Bruno Lavallée, Warhammer Monster, Gold.

5 Bruno has modelled an amazing scenic base for his model, complete with a rusting old sword, a murky cave and some tiny mushrooms.

6 The level of detail Bruno has painted onto Theodore Bruckner is incredible – there are tiny scratches and marks all over the armour.

7 Bruno has even gone so far as to paint individual hairs onto the Demigryph.

8 Bruckner's magical sword is kept in an elaborate scabbard, replete with sculpted detail.



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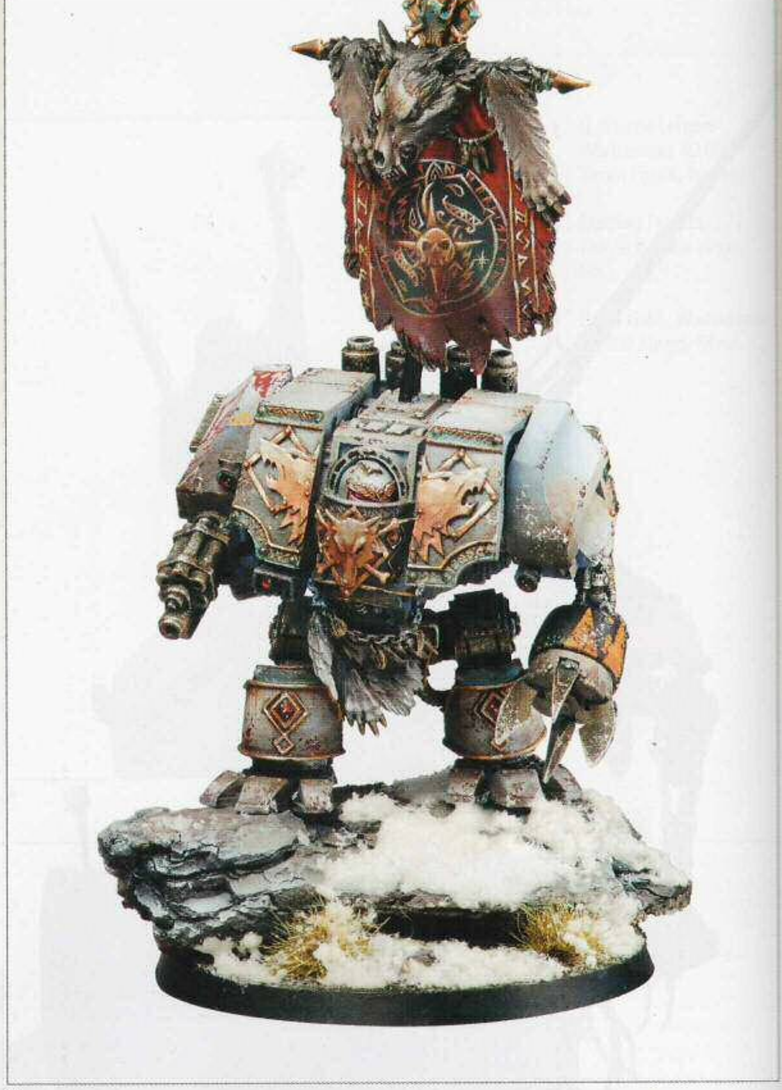

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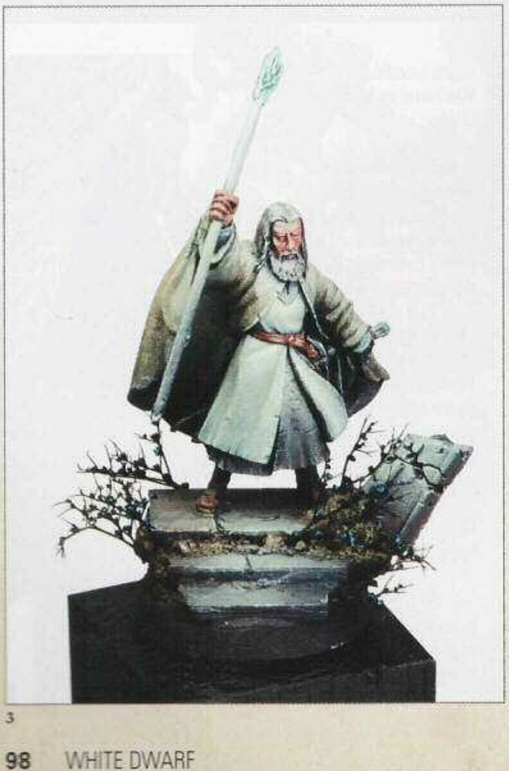

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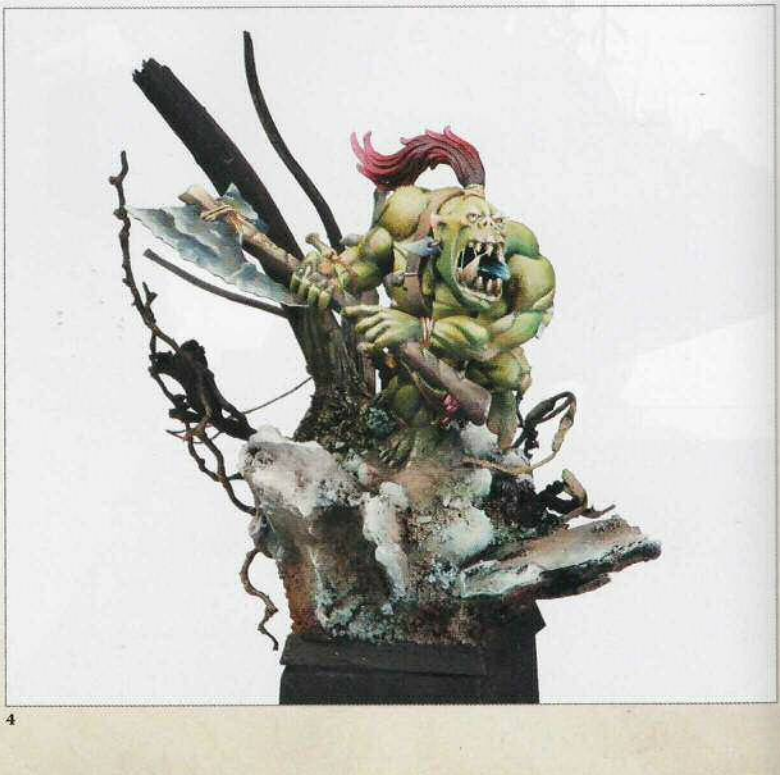

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6

1 Andrea Ottolini, Warhammer 40,000 Single Miniature, Gold.

2 Matteo Donzelli, Warhammer 40,000 Vehicle, Gold and Forgeworld Best of Show.

3 Mirko Cavalloni, *The Lord of the Rings*, Silver.

4 Alice Zuccarro, Warhammer Single Miniature, Bronze.

5 Mirko Cavalloni, Warhammer 40,000 Single Miniature, Bronze.

6 Andrea Ottolini, *The Lord of the Rings*, Gold.

7 Andrea Ottolini, Warhammer Regiment, Gold.

7

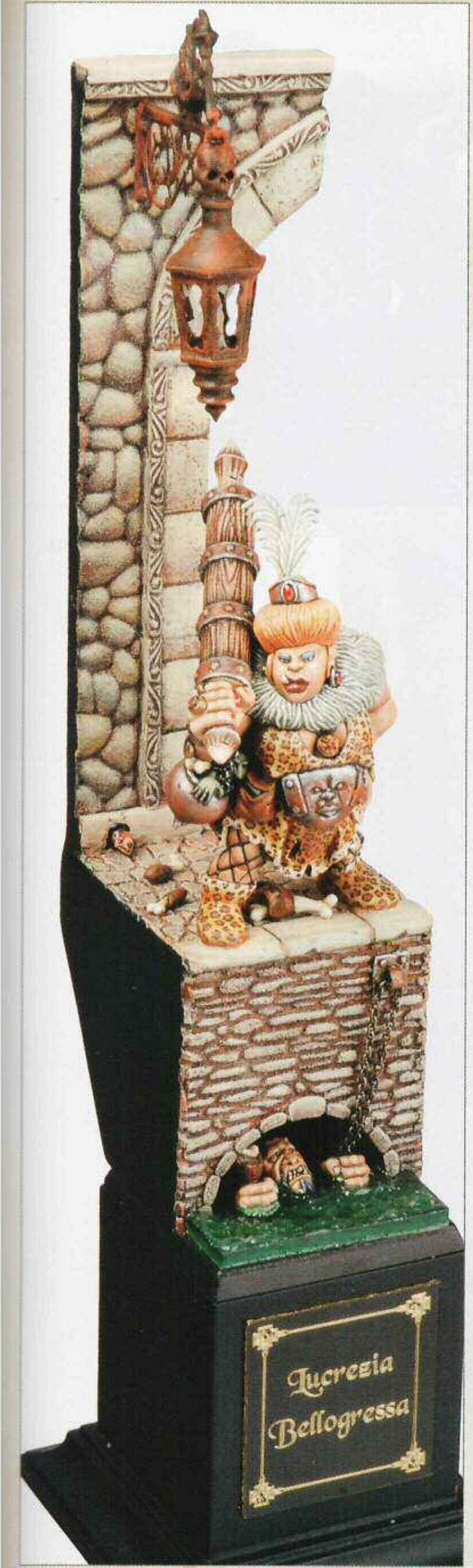
ITALY GOLDEN DEMON

1

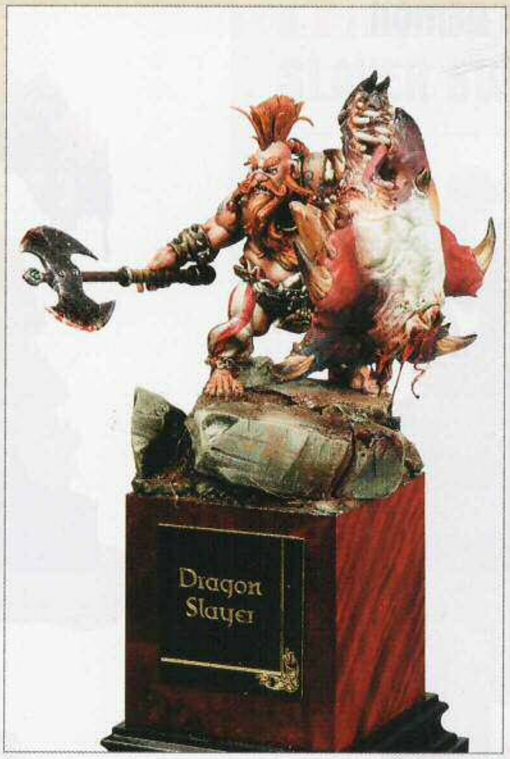
2

3

1 Fabrizio Russo, Duel, Gold.
2 Andrea Ottolini, Warhammer Single Miniature, Gold.
3 Andrea Ottolini, Warhammer 40,000 Squad, Gold.
4 Luca Masetti, Warhammer Monster, Silver.
5 Fabrizio Russo, Open Competition, Gold.
6 Andrea Bracale, Warhammer 40,000 Monster, Gold.


Lucrezia
Bellogressa

4


Dragon
Slayer

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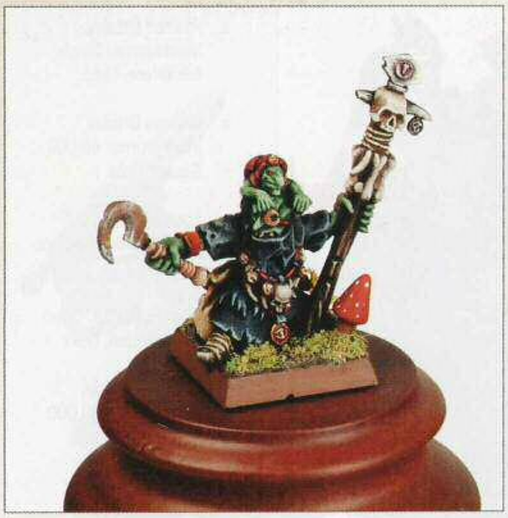

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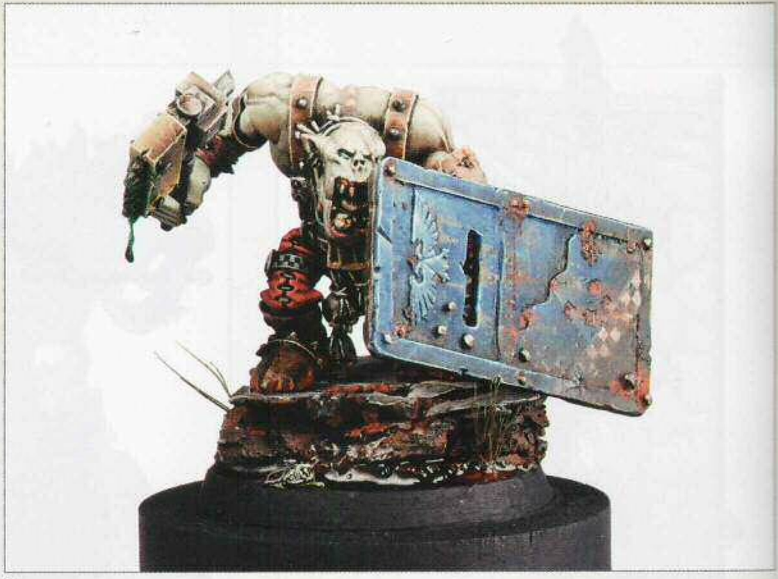

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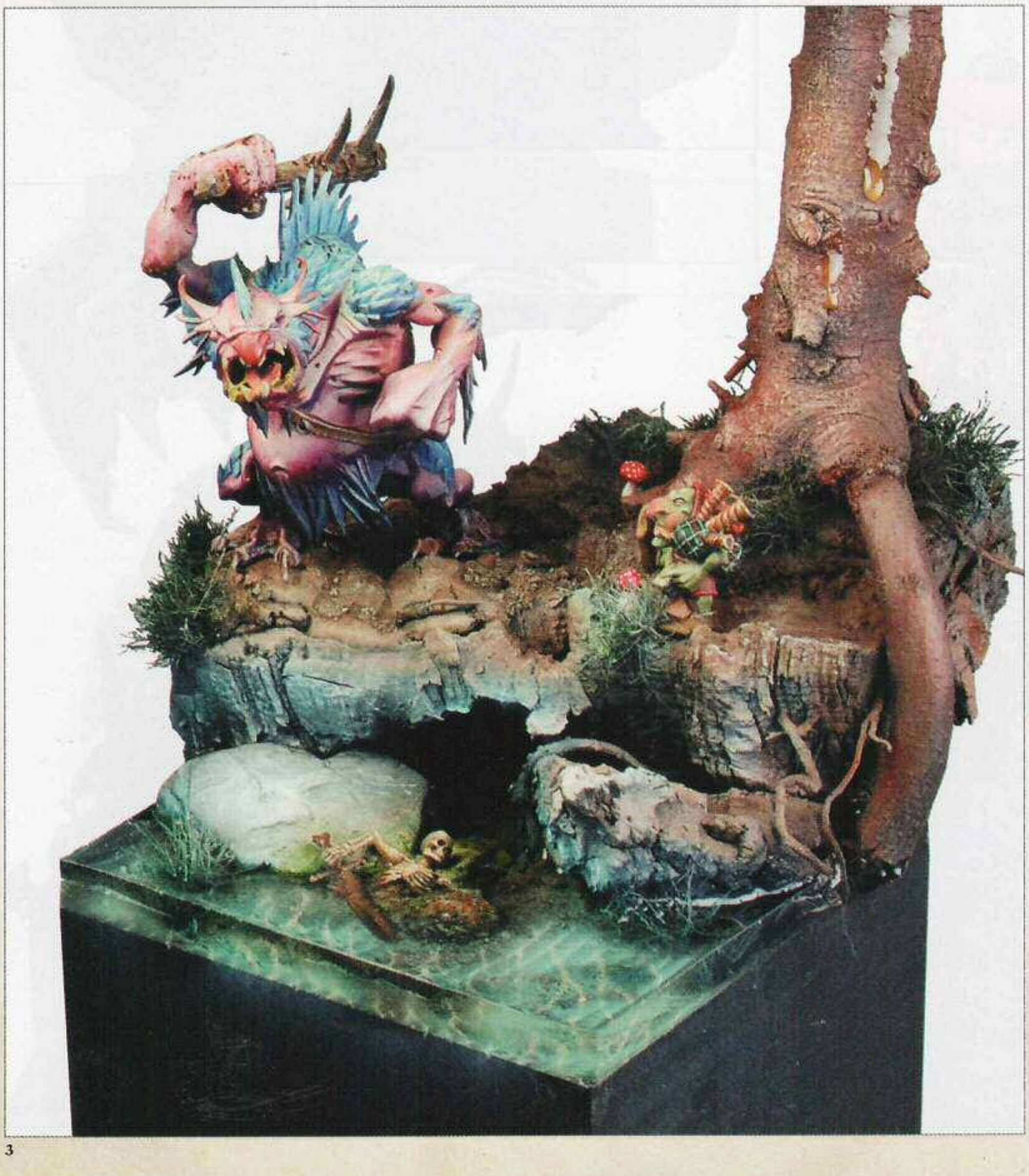

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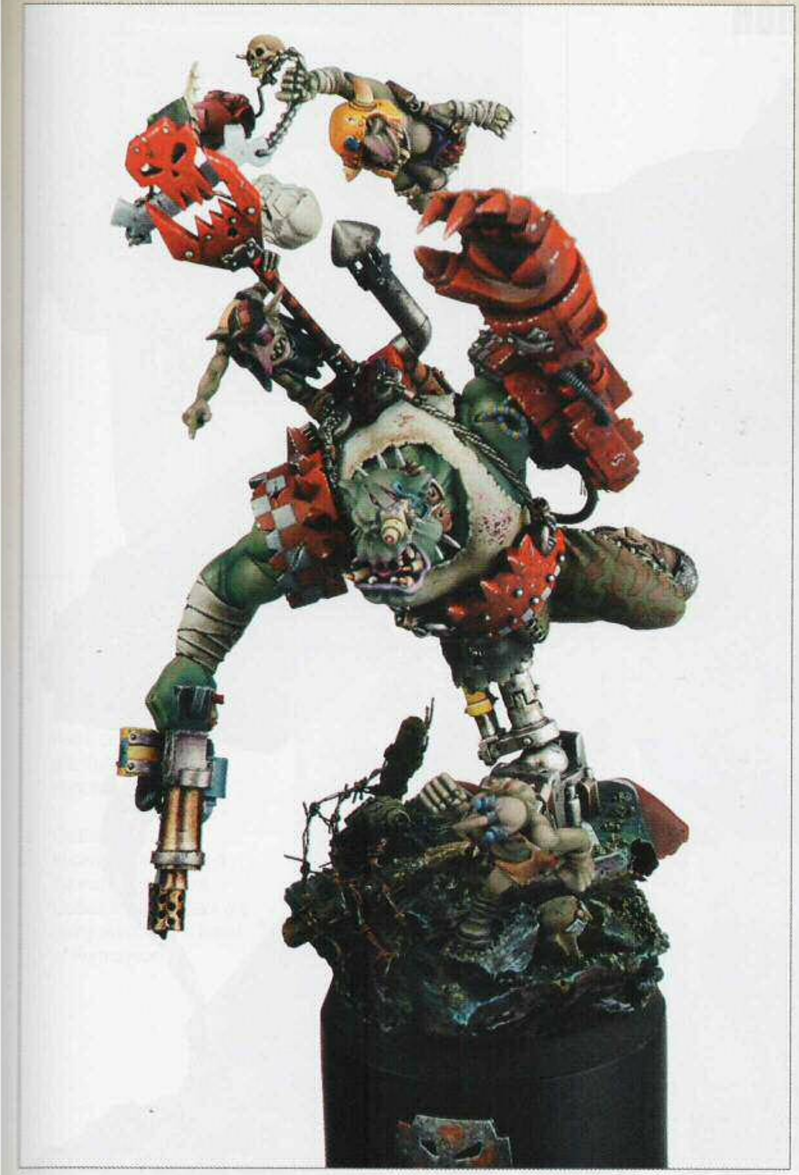
1 Andrea Faccini, Young Bloods, Gold.

2 Marco Pescini, Warhammer 40,000 Monster, Silver.

3 Stefano Moggio, Diorama, Gold.

ITALY GOLDEN DEMON SLAYER SWORD WINNER



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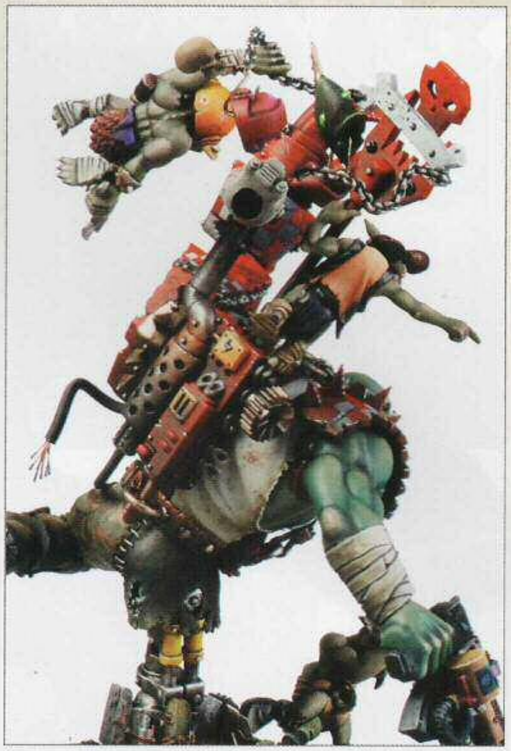

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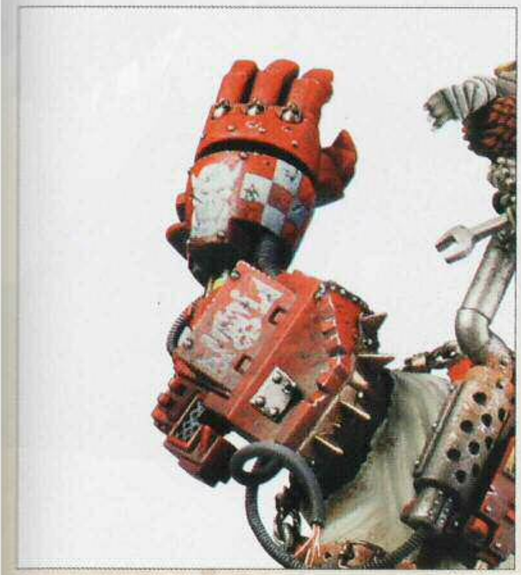

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9

4 Luciano Rosetto, Warhammer 40,000 Monster, Gold.

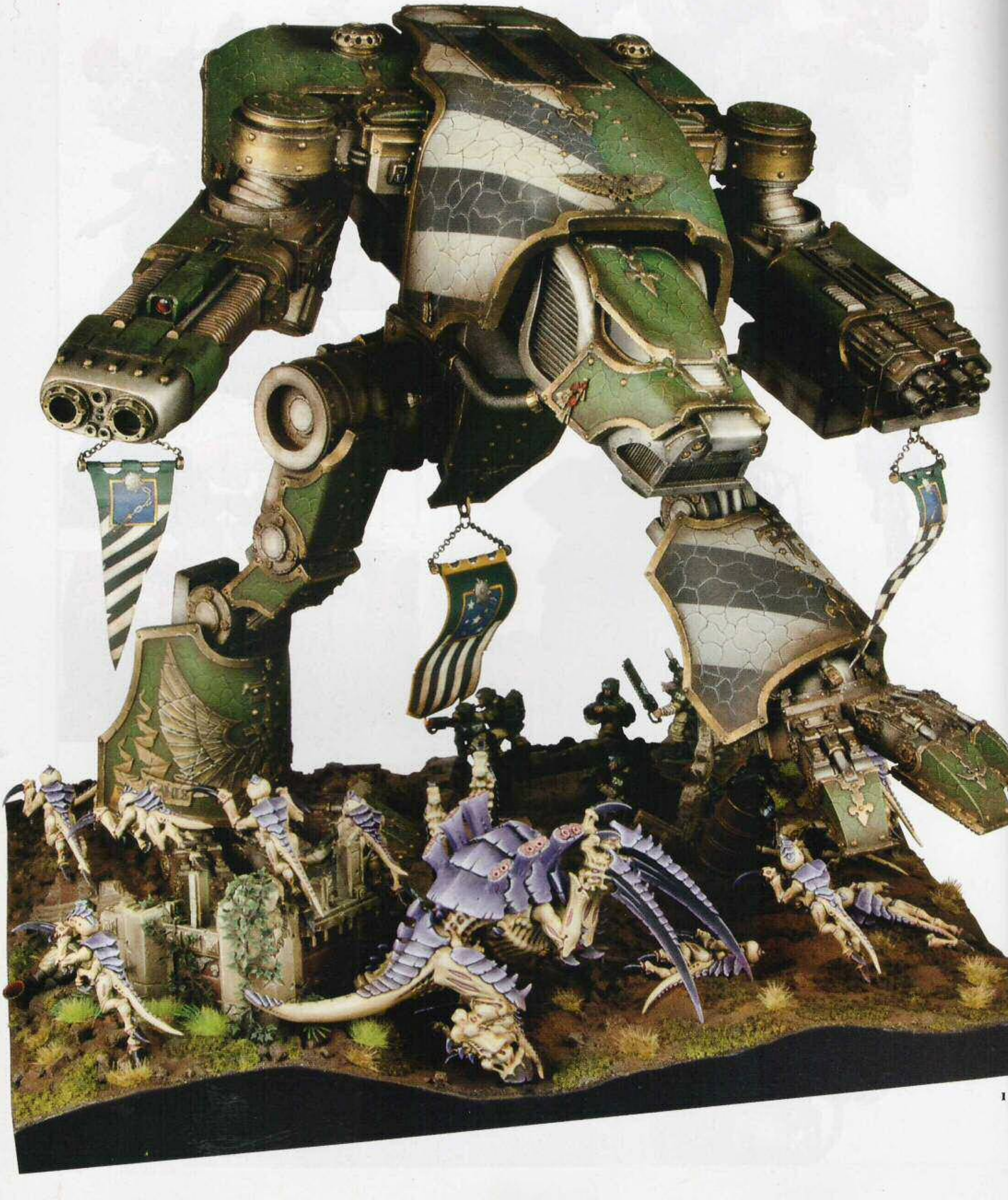
5 The Ork's back banner has a lot going on, including two Grots hanging on for dear life.

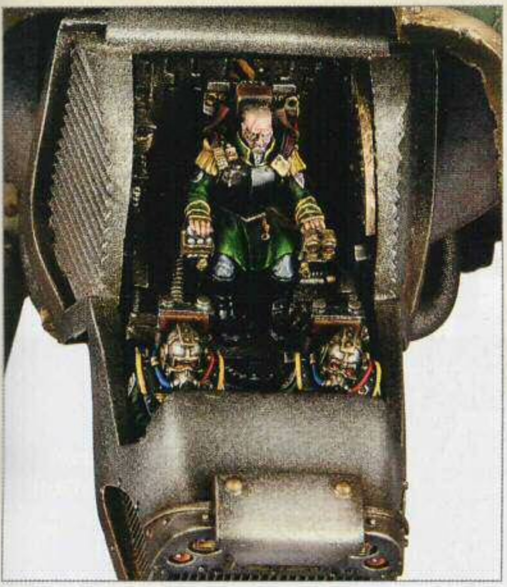
6 The Warboss' face has livid scars, painted in fleshy pink tones.

7 Careful freehand work details many surfaces.

8 Luciano's massive Ork Warboss has an arm salvaged from a Space Marine Dreadnought.

9 Beneath the Warboss's foot is a trampled Imperial banner.





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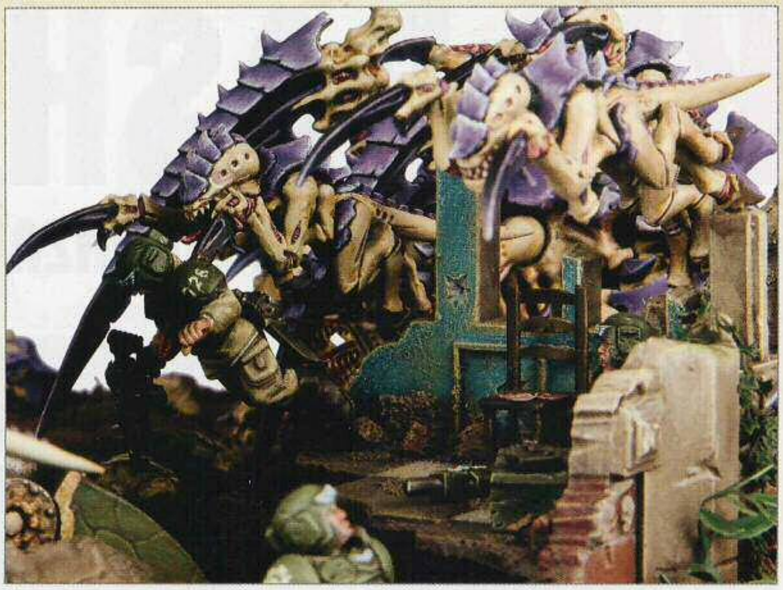
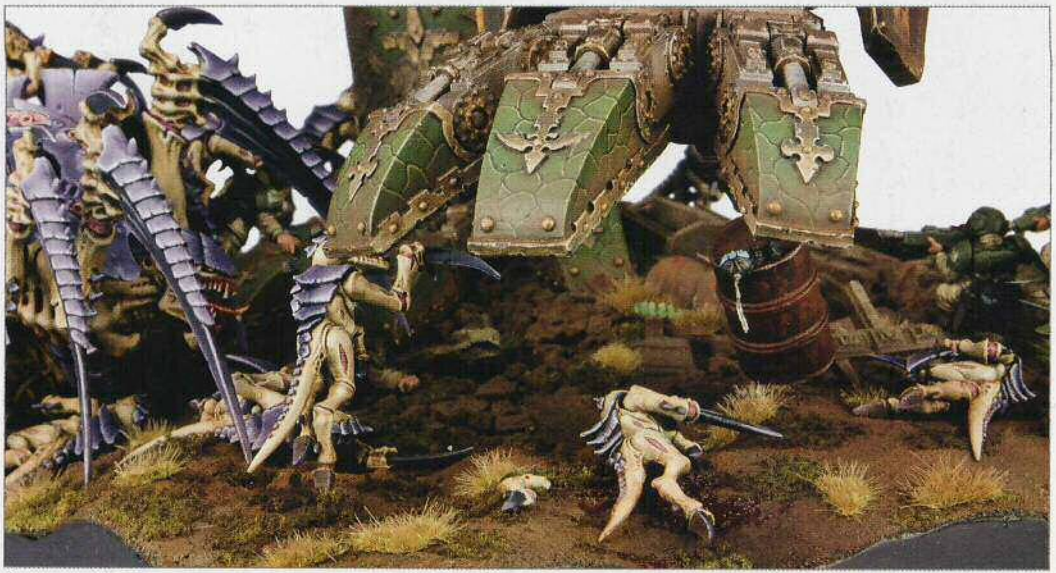


3

1 Maz Wiernikowski, Diorama, Silver.

2 Maz has painted the interior of the Titan's head, complete with a gloriously detailed Princeps and crew.

3 On the diorama the Imperial Guard battle a Tyranid horde – here Cadian Shocktroopers are being overrun by a brood of Hormagaunts.



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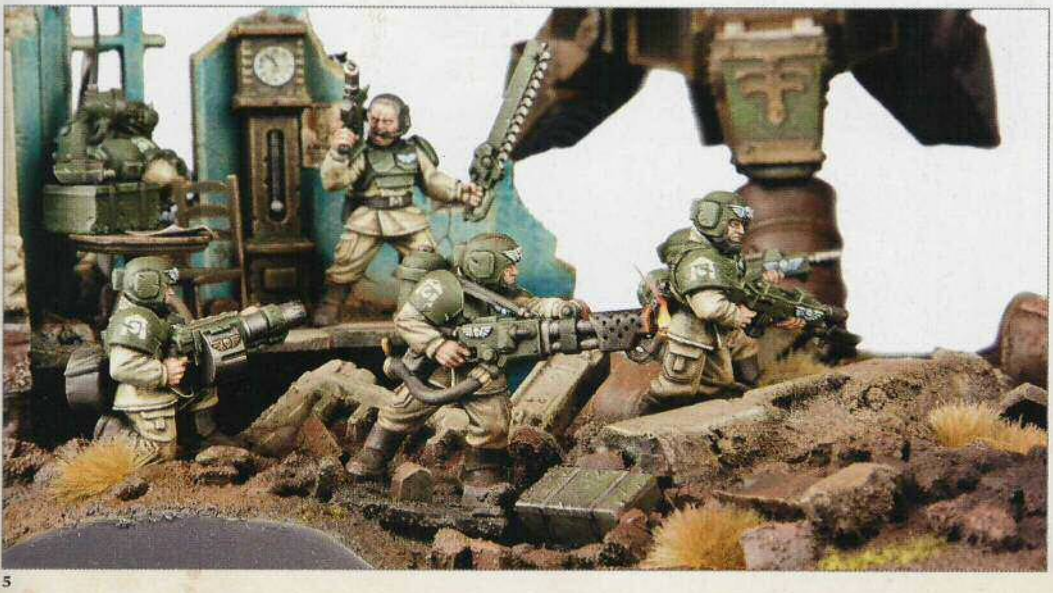


5

4 The massive foot of the Warhound is about to come crashing down onto a battlefield littered with wreckage and bodies of the slain.

5 While the battle rages around them, a squad of Cadian Shocktroopers rally to make a counter attack alongside their gigantic Titan ally.

KIT BASH

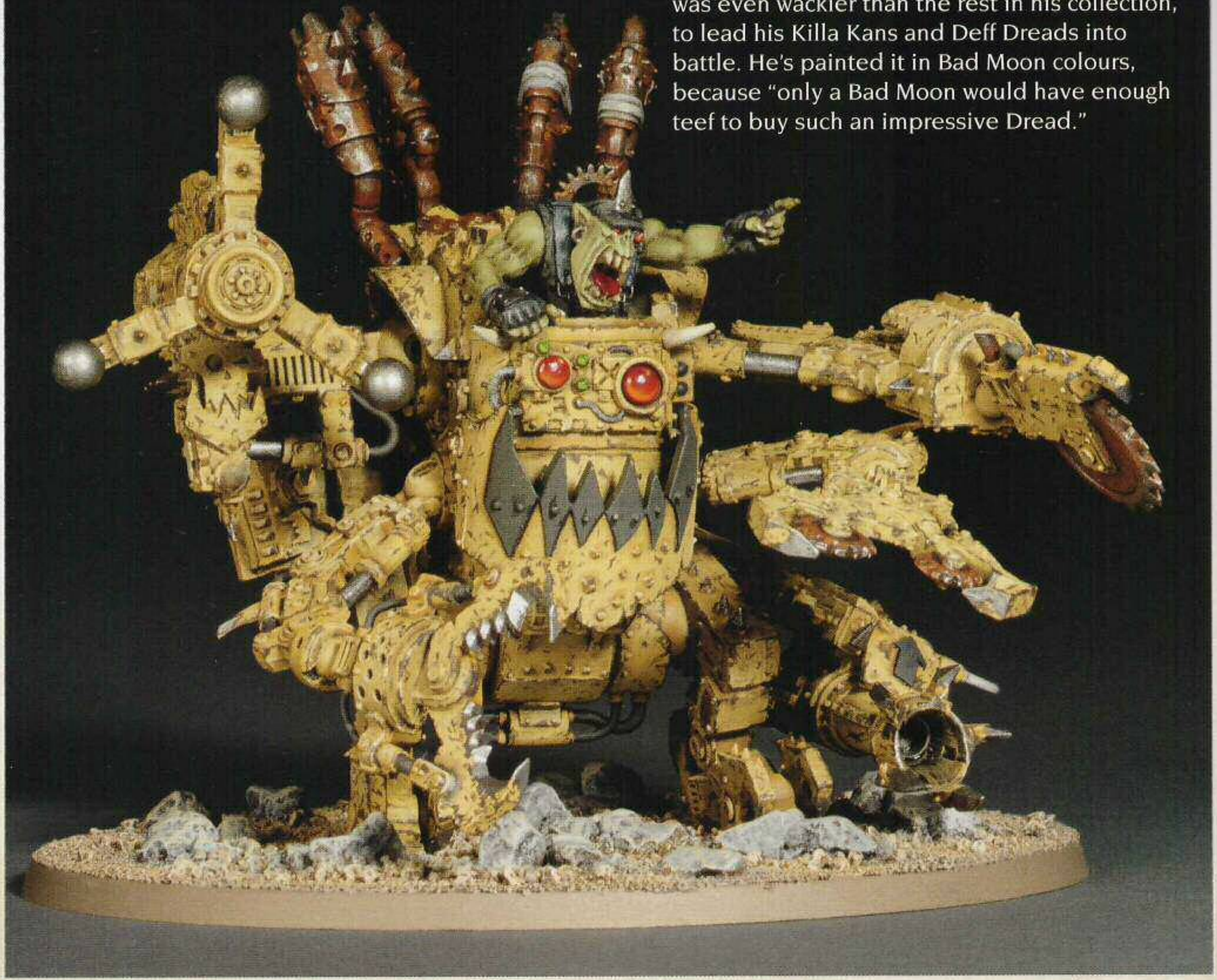
400TH ISSUE EXTRAVAGANZA

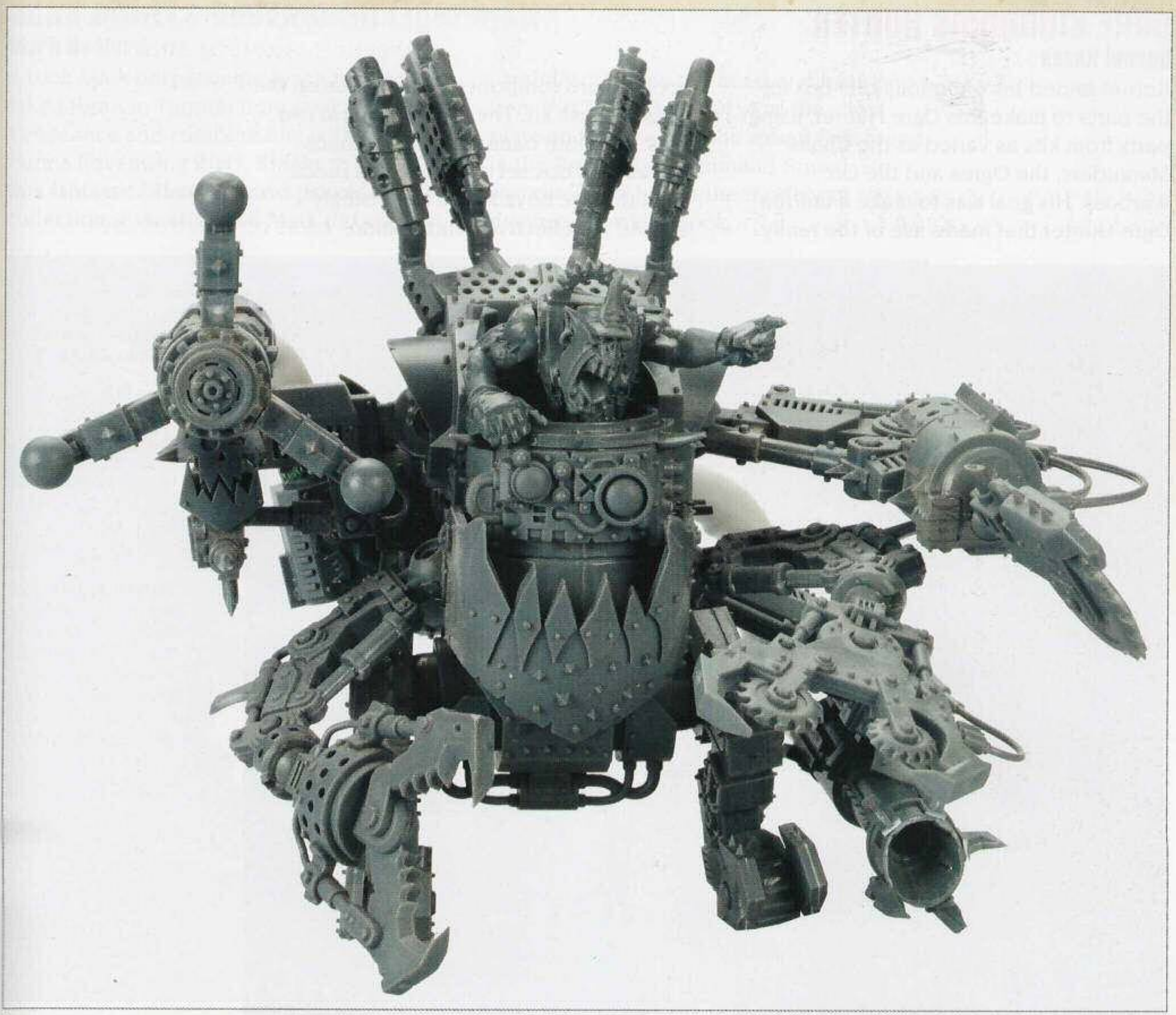
In Kit Bash we showcase the art of converting, altering and customising your miniatures to create one-of-a-kind models for your collection. To celebrate our 400th issue, we put out the call for people's best converted models.

ORK DEFF DREAD

Mark Jones

Mark Jones is an ex-'Eavy Metal painter and an expert model maker. He converted this Ork Deff Dread into a Big Mek Dread (complete with shokk attack gun) by using spare parts and looted components from a host of Ork kits. Mark is a keen fan of Ork walkers and crazy-looking kustomised vehicles in general, and the idea behind this model was to make a Dread that was even wackier than the rest in his collection, to lead his Killa Kans and Deff Dreads into battle. He's painted it in Bad Moon colours, because "only a Bad Moon would have enough teef to buy such an impressive Dread."





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1 The centrepiece of Mark's Big Mek Dread is the Mek who has burst out of the top hatch to bellow orders at his (imaginary) underlings.

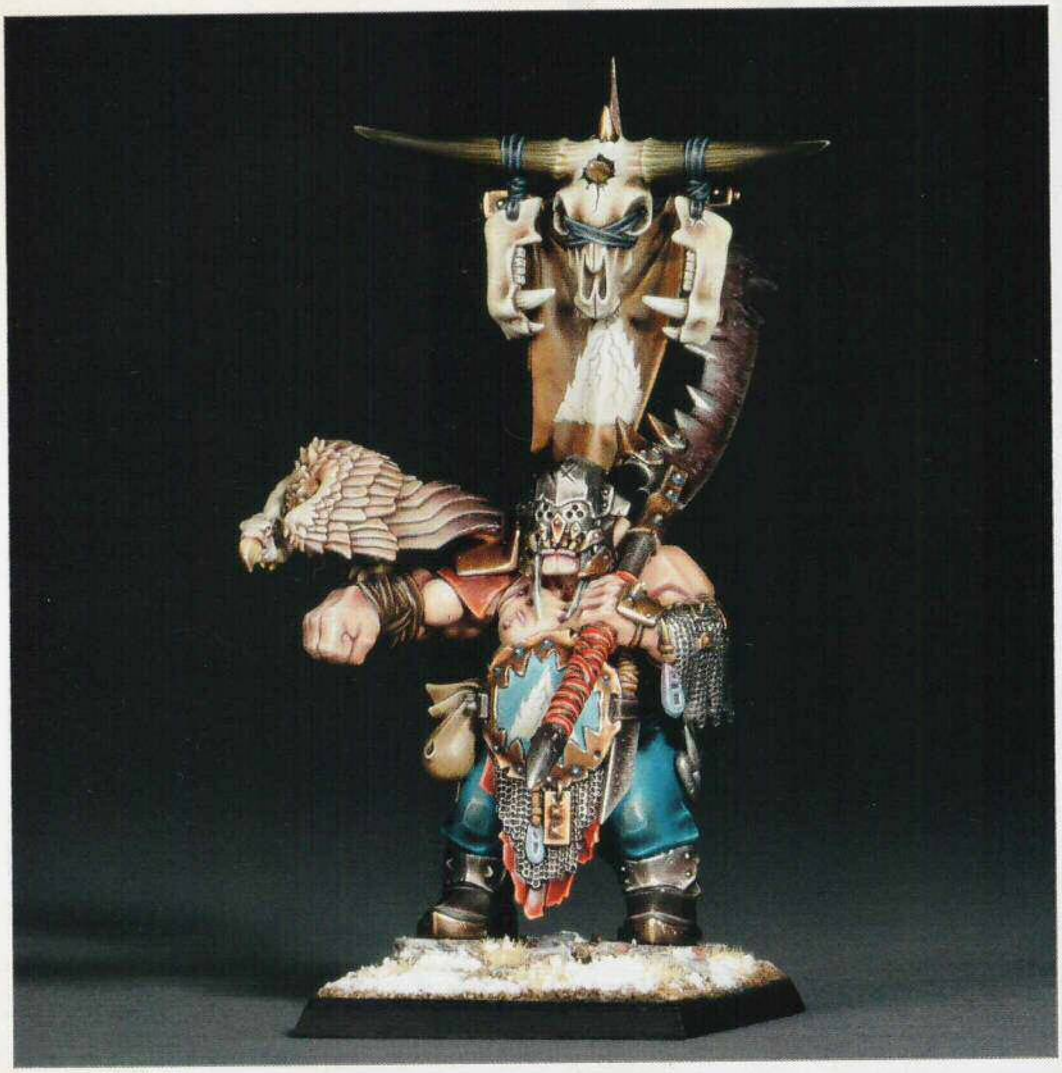
2 Beside the Big Mek is a kustom-built shokk attack gun – the three whirly balls are made by cutting up some spare weapon arms Mark looted from his Killa Kans squad.

3 Beneath the Dread's left arms is a vacuum for sucking up nearby Grots and Snotlings to tellyport into the enemy.

OGRE KINGDOMS HUNTER

Kornel Kozak

Kornel raided his enormous bits box for the parts to make this Ogre Hunter, using parts from kits as varied as the Chaos Marauders, the Ogres and the Orc Warboss. His goal was to make a unique Ogre Hunter that made use of the really cool vulture component that comes on the Thundertusk kit. The banner is from two sets: the cloth banner from the Chaos Marauders box set and the cross piece from the Orc Boyz kit – a surprisingly simple yet effective combination.



1 The vulture that the Ogre Hunter carries, and the arm it is perched on, are spares taken whole from the Thundertusk kit.

2 Mounted onto the hunter's belt is an ominous, skull-shaped gut plate, to which Kornel has added a pair of knives – useful backup weapons for the Ogre in case things get really bad.

3 The Ogre head with the face mask comes from the Ironblaster/Scrap Launcher set, while the glaive is from the Mournfang Cavalry. Note Kornel has slightly repositioned the hand.

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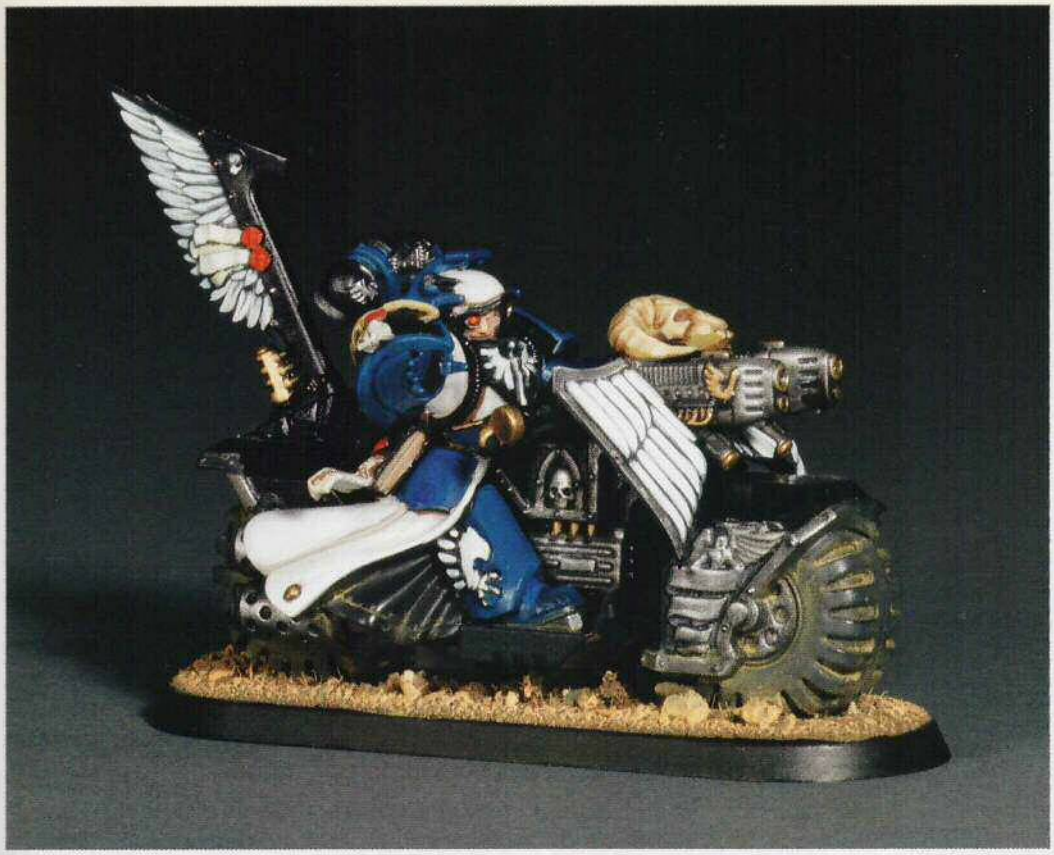
DARK ANGELS RAVENWING LIBRARIAN

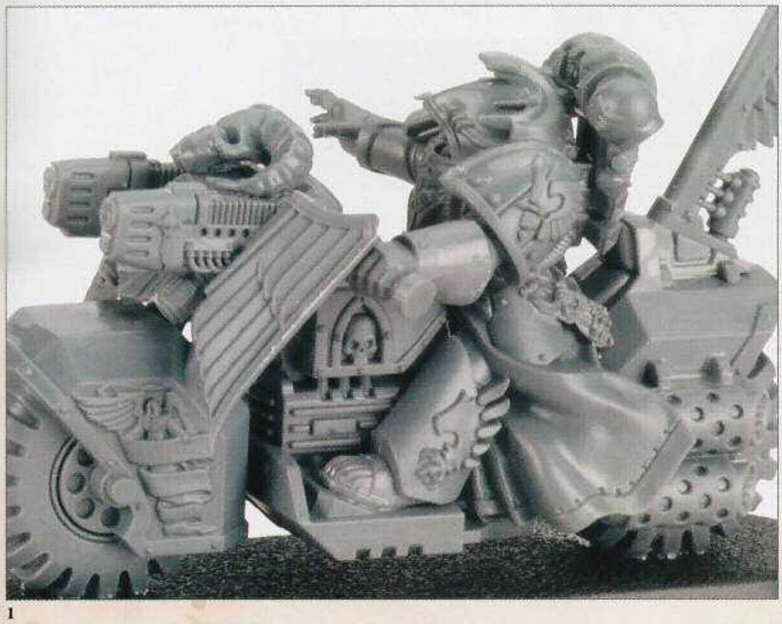
Mark Bedford

It took Mark only a single lunch break to take Librarian Turmiel from Dark Vengeance and combine him with parts from a Ravenwing Black Knight to make this fantastic bike-mounted psyker for his collection. Essentially all Mark did was carefully cut away the head and back piece from the Turmiel model, add the chest plate and fix them to the robed legs found in the Ravenwing Command Squad. He was careful as he cut the model not to damage Turmiel's book.



1 Here you can see just how carefully Mark chopped up his Librarian Turmiel model – he's even shaved off the keys from the front of Turmiel's robes to mount them at his belt. Mark also made sure to use one of the detailed Ravenwing shoulder pads to show the Librarian's loyalty to the 2nd Company.

2 The horned skull, which is the symbol of the Space Marine Librarians, was actually a spare part Mark had left over from the Beastmen Gor Herd set. He simply mounted it to the front of the bike to help show the model's office as a Librarian.



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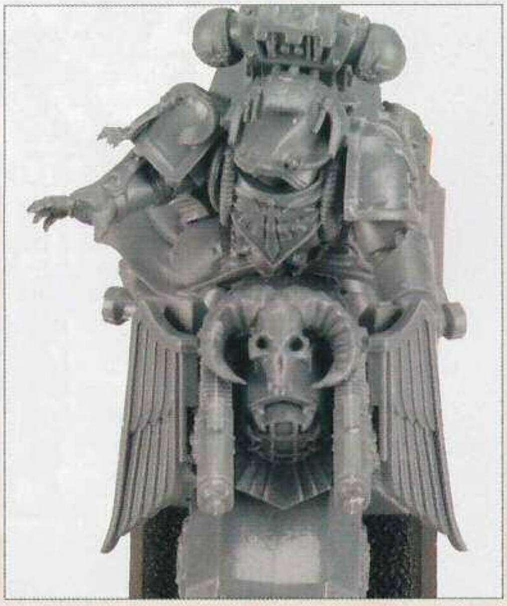

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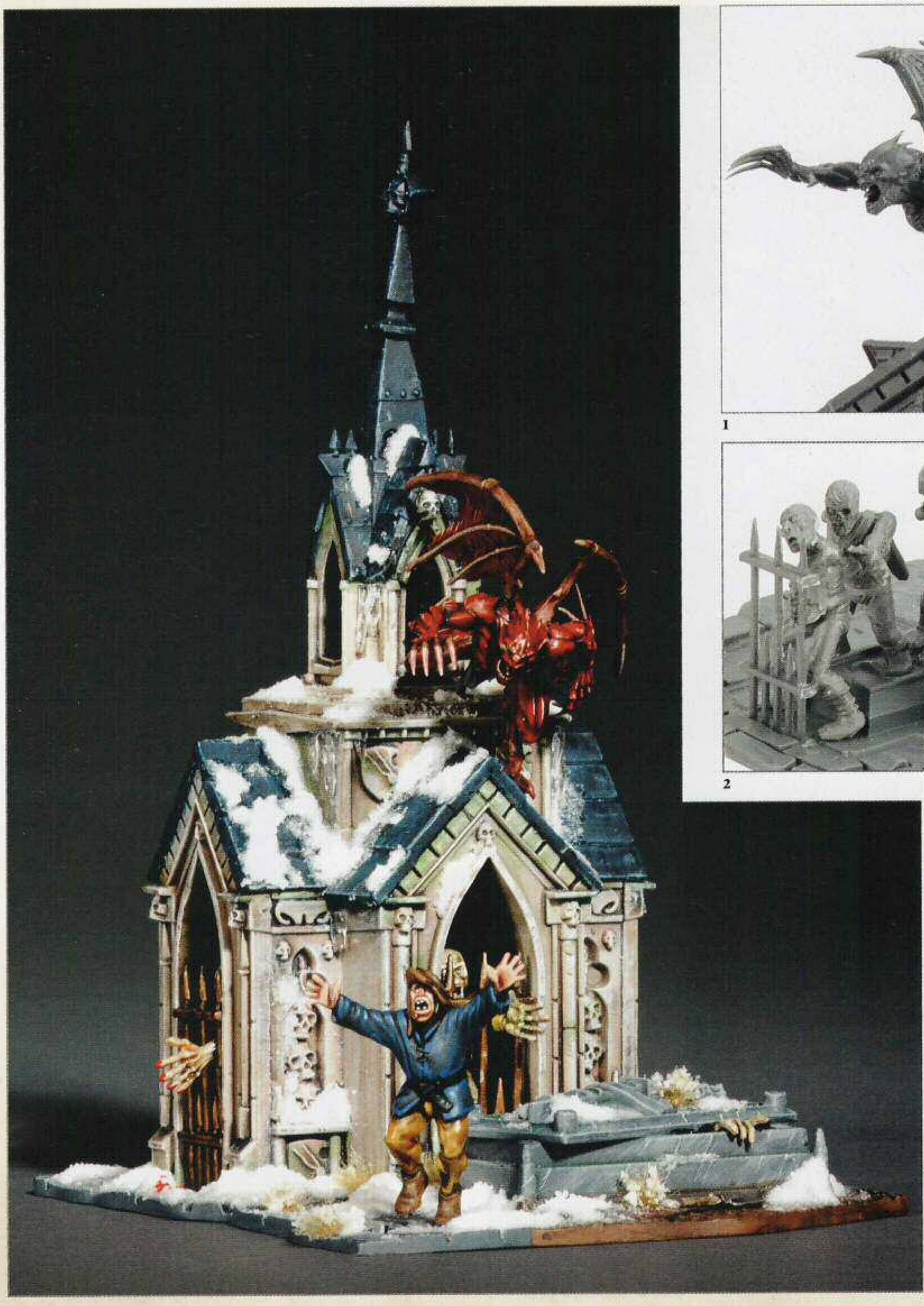
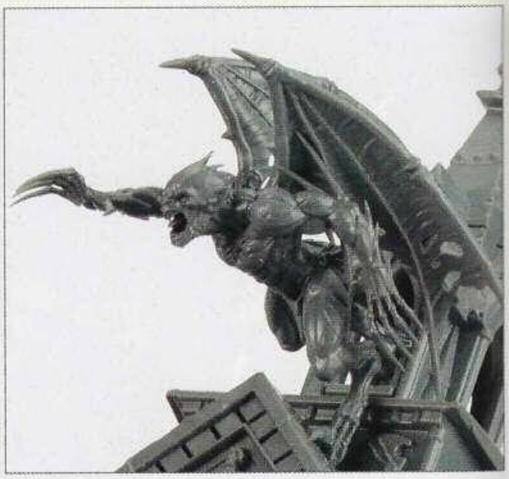
VAMPIRE COUNTS MAUSOLEUM

Carl Dafforn

Carl has a large Vampire Counts army and he has amassed a large pile of spare parts and bits and pieces over the years that he constantly experiments with. In answer to our call for conversions, he bought a Garden of Morr with the plan of using it to make a diorama featuring the Ghoul King leftover from his Zombie Dragon kit. Now completed, the diorama sits in pride of place on display with the rest of his models, but he intends to use it as an objective in games when he plays.





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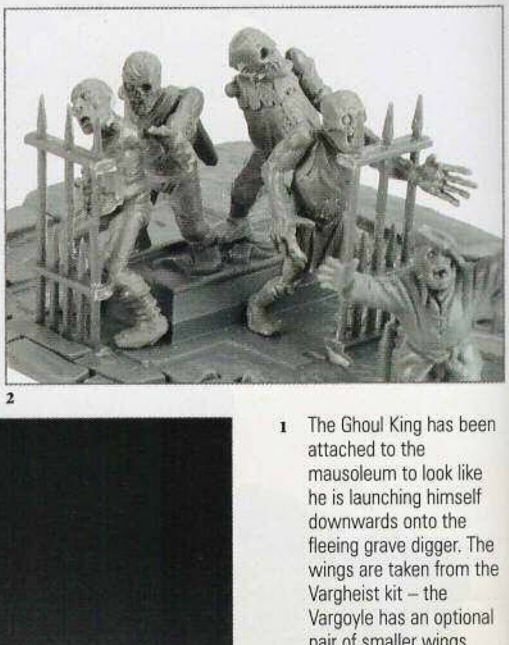


2

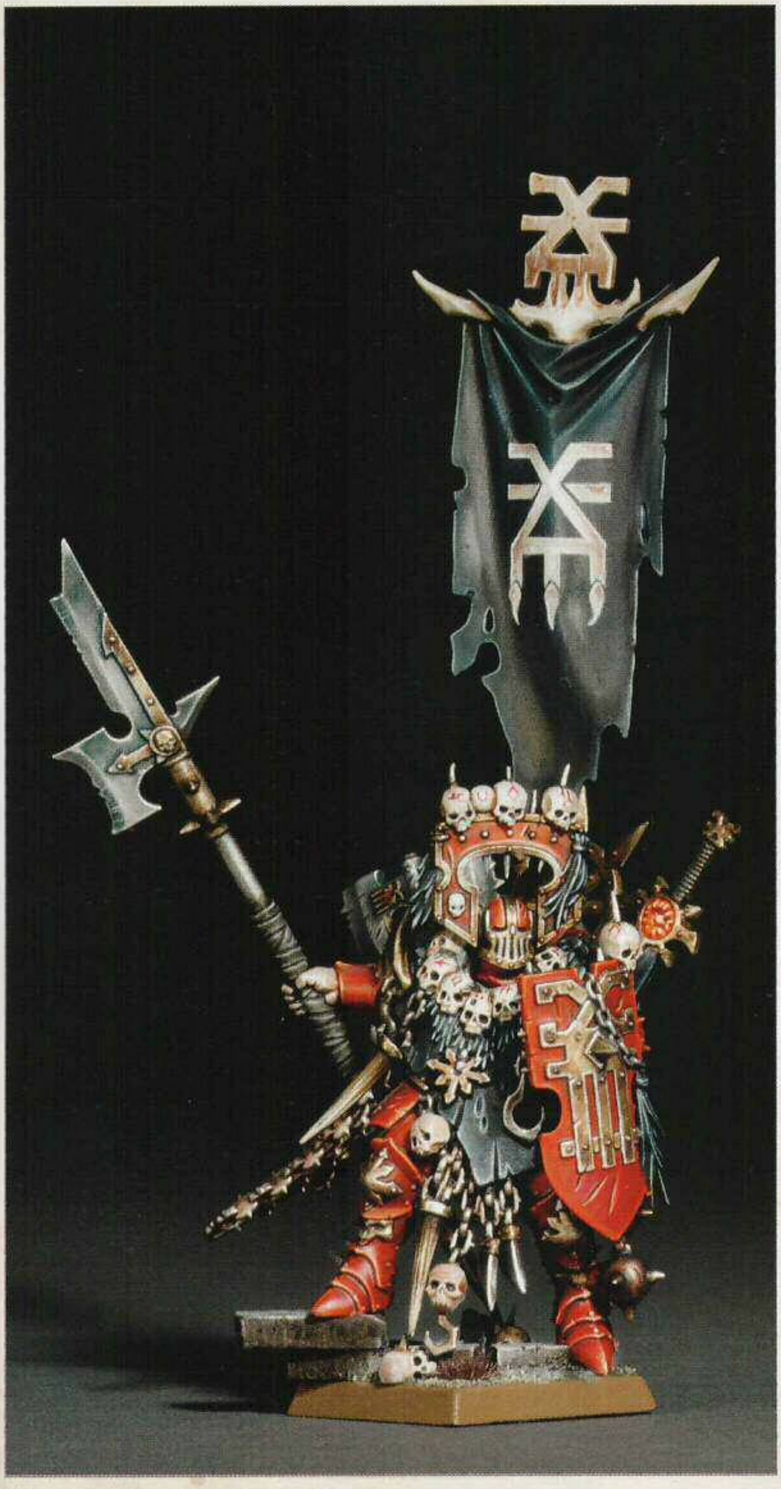
1 The Ghoul King has been attached to the mausoleum to look like he is launching himself downwards onto the fleeing grave digger. The wings are taken from the Vargheist kit – the Vargoyle has an optional pair of smaller wings that Carl saved for just this purpose.

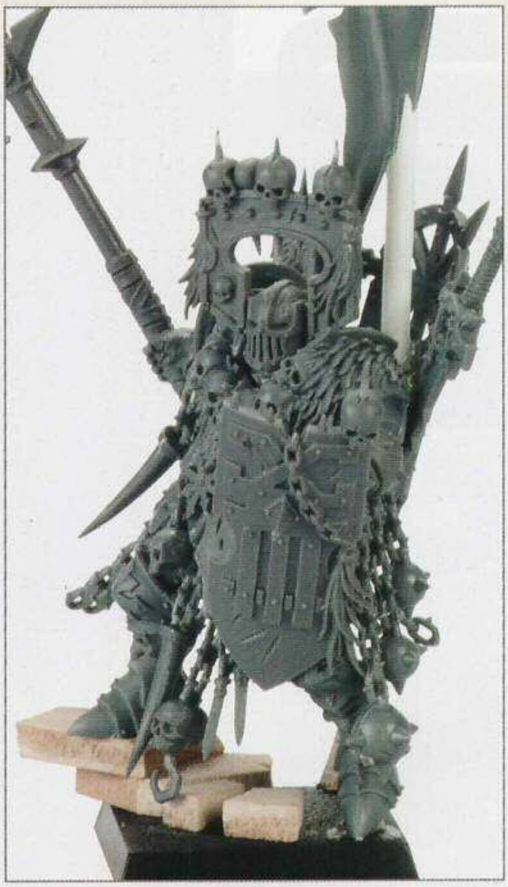
2 Inside the macabre building is a clutch of Zombies. Carl built them all but didn't glue them or the outer building into place, so that he could get in and paint the models unimpeded.

KHORNE CHAOS CHAMPION

Chris Innes

Chris has been planning to make this conversion since he first saw the Chaos Lord on Manticore; getting it built and painted in time for the 400th issue was all the motivation he needed. Chris' intention for this model was to make a wandering Chaos Champion, with enough weapons and wargear to look like he was on a lengthy quest to prove his devotion to the Blood God – hence the warrior has multiple weapons, two shields and even wears a fur-trimmed poncho.





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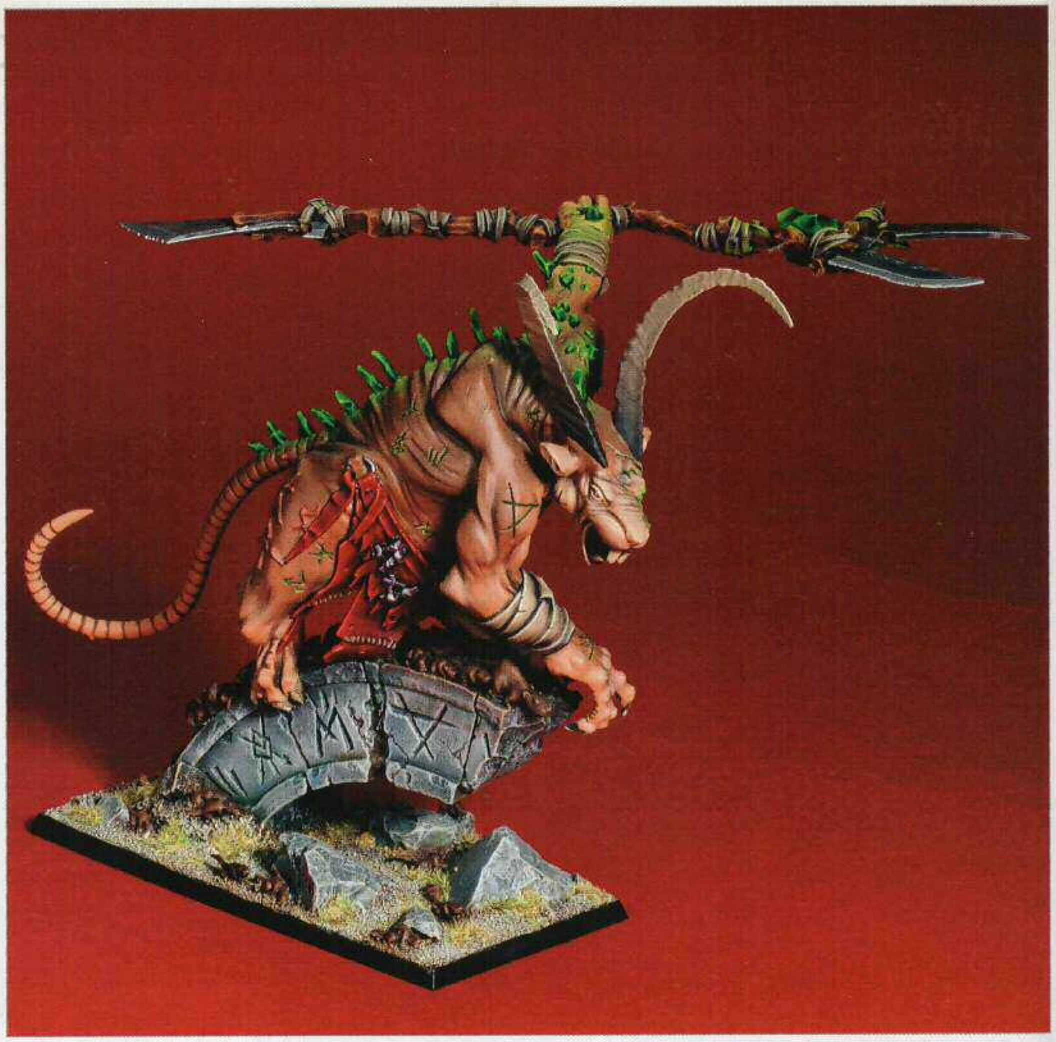
1 The Chaos Champion's head and shield are taken from the Skullcrushers of Khorne kit.

2 It's very unusual to see a Chaos Warrior wearing a cape or poncho, but Chris had a certain idea in mind. "I wanted to make this character look like he was surviving in spite of everything, so the cape he wears – which is really the cloak from the Chaos Lord on Manticore – makes him look like he could weather the elements without caring. It also made him look like a bigger, bulkier and more impressive figure."

2

PARADE GROUND

Parade Ground is the monthly feature that looks at fantastically painted units, monsters and vehicles all united by a single theme. In this issue we showcase a variety of Warhammer monsters.



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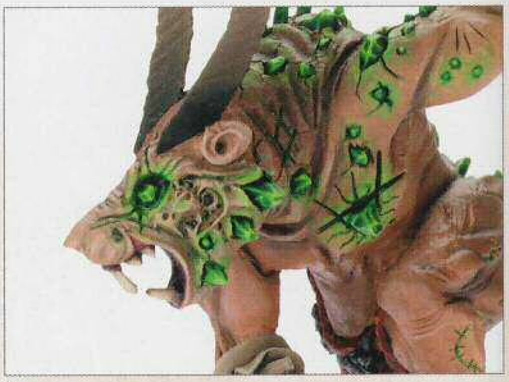
EXALTED VERMIN LORD

Keith Robertson

Keith had been eagerly following the progress of the Exalted Vermin Lord as his colleague Mark Bedford sculpted it, leaping at the chance to paint it. Keith decided to make the shards of warpstone the focal points for the model, so he painted the skin in deliberately pale tones. He then employed an intricate object source lighting effect. "This is quite an advanced, but effective, technique. I started by painting the warpstone bright green, then applied the same colours, watered down to a glaze with Lahmian Medium, to the surrounding flesh."



2

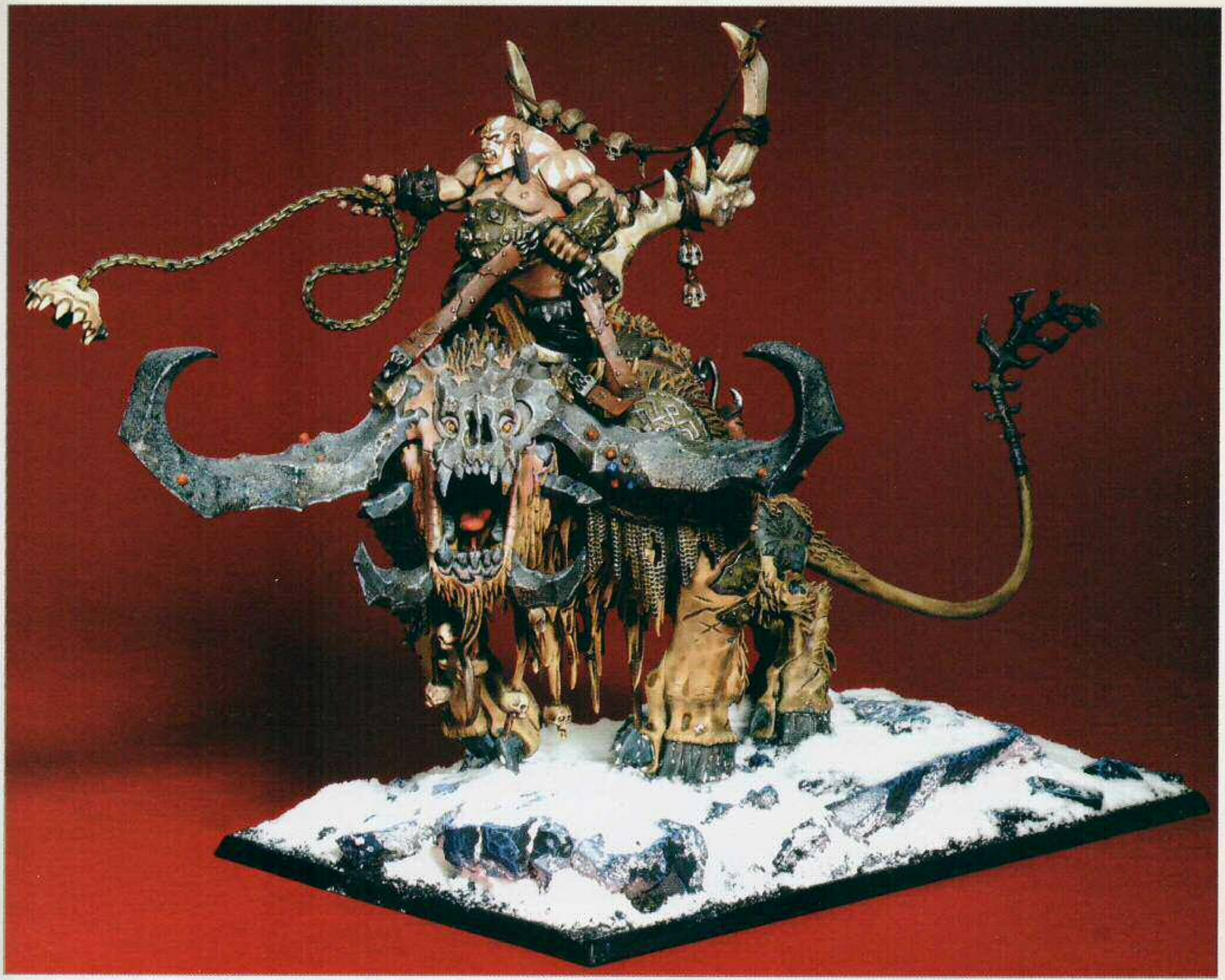
1 Keith's Exalted Vermin Lord has been painted in pale colours to make the glowing warpstone stand out all the more.

2 By applying similar tones to both the warpstone and the surrounding area, it appears to glow.

STONEHORN

Mark Bedford

Mark originally painted this Stonehorn for a Forge World Masterclass event at Warhammer World, matching the colour scheme to some Ogres he painted a while back. "I don't like my Ogres to be garish in colour, so painted it in deliberately neutral colours," Mark explains. The only bright points come from the white war paint and the gems embedded in the monster's horns. Mark painted the horns to resemble granite or flint, using his favourite painting method – a piece of sponge. The model was based with pieces of rock and finished with snow effects.



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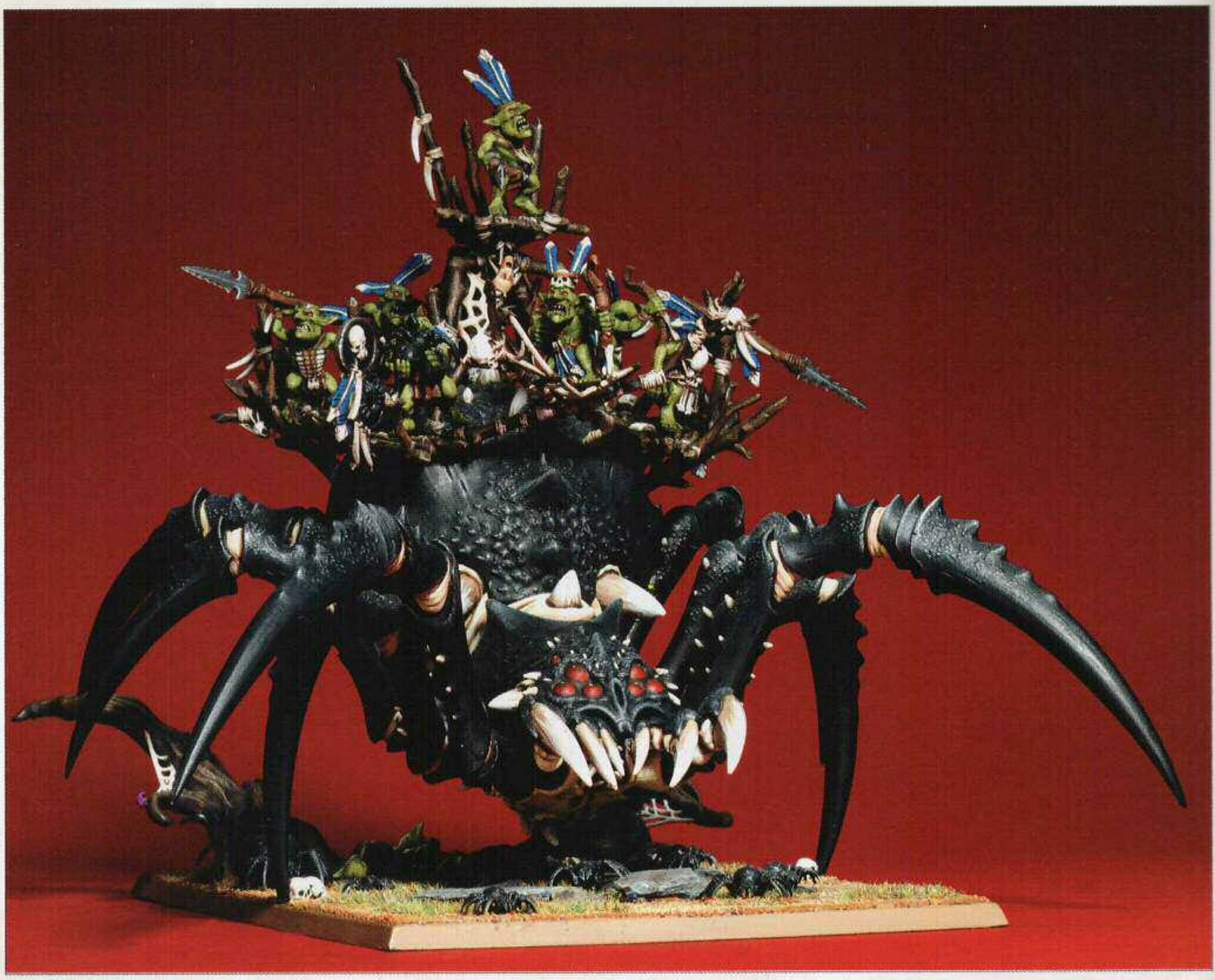
1 Mark painted the stone to look like flint, using a sponge to gently highlight and texture the surface.

2-3 To break up the browns and greys of the Stonehorn, Mark has used extra details such as the metal of the hook or the pink of the ham.

ARACHNAROK SPIDER

Duncan Rhodes

"I remember painting this monster all too well as it was actually quite a traumatic experience," says Duncan. "I'm an arachnophobe and the Arachnarok Spider unnerved me the whole time I was painting it!" But we're glad he soldiered on, as the finished model is really quite something. The most distinctive features are the glowing red eyes, which Duncan painted using a similar technique to painting gems. "If I could impart one tip, however, it's to paint it before you stick it to the base as there's quite a lot of detail on the underside."



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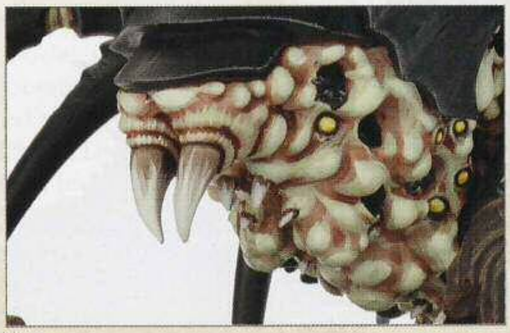


3

1 Duncan painted the Arachnarok Spider to go with his Savage Orcs.

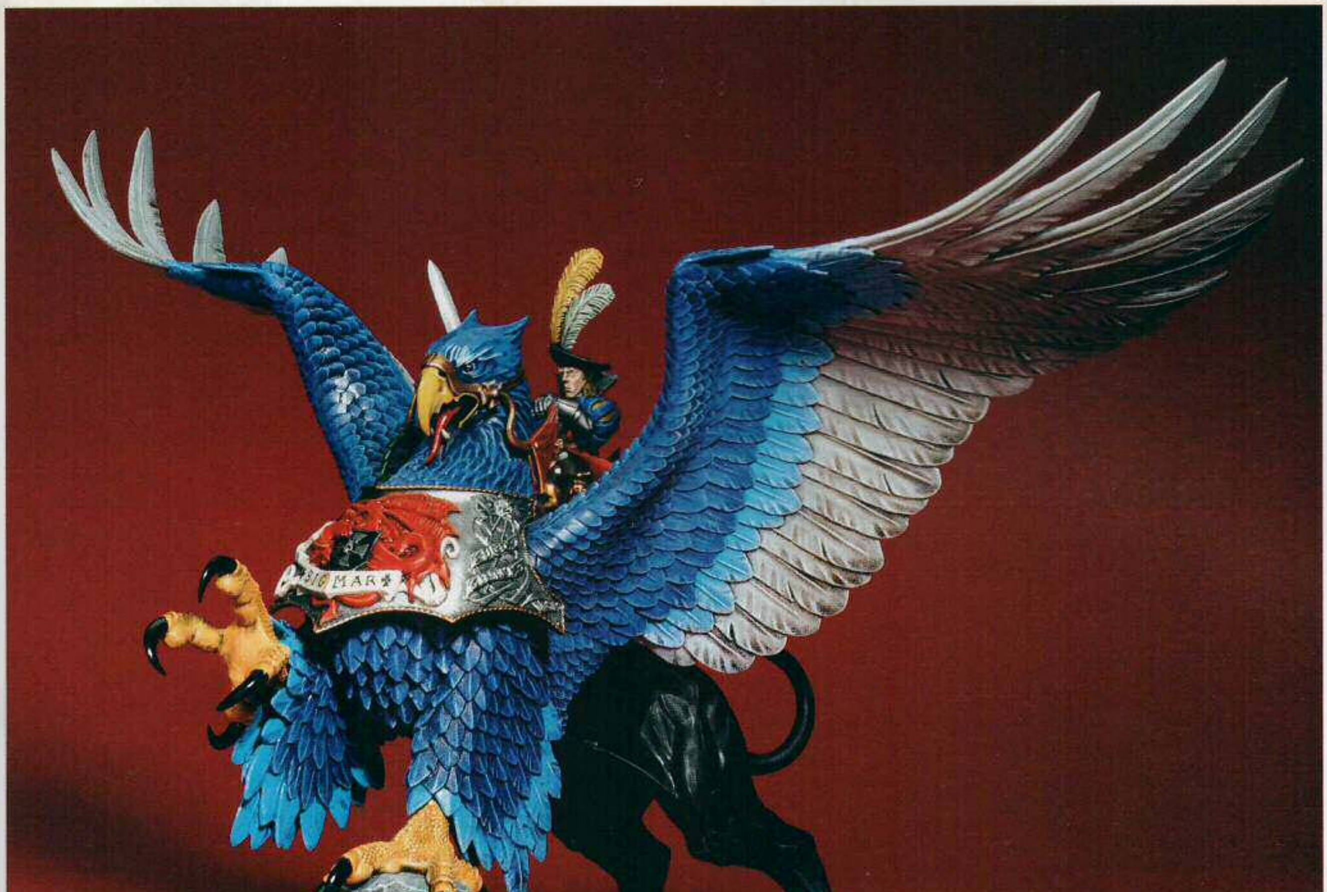
2 Duncan painted the eyes in a similar way to painting gems, starting with a dark red then highlighting the lower surface up to orange.

3 The underside was painted in pale colours to contrast with the chitin.

ELECTOR COUNT ON GRIFFON

Dom Murray

As Dominic's Empire army hails from the town of Kriegshof in Middenland, he wanted to paint up a suitable model to represent its leader – Otto von Stroheim. "The main colour of my collection is blue, as befits Middenland's heraldry, and this was the main reason for painting a big blue Griffon. A Griffon is a magical creature, so could be in any colour. There were a few moments when I thought the blue might turn out a bit iffy, but it all came together at the end." The feathers were painted with a basecoat and a wash, and then drybrushed to pick out the texture.



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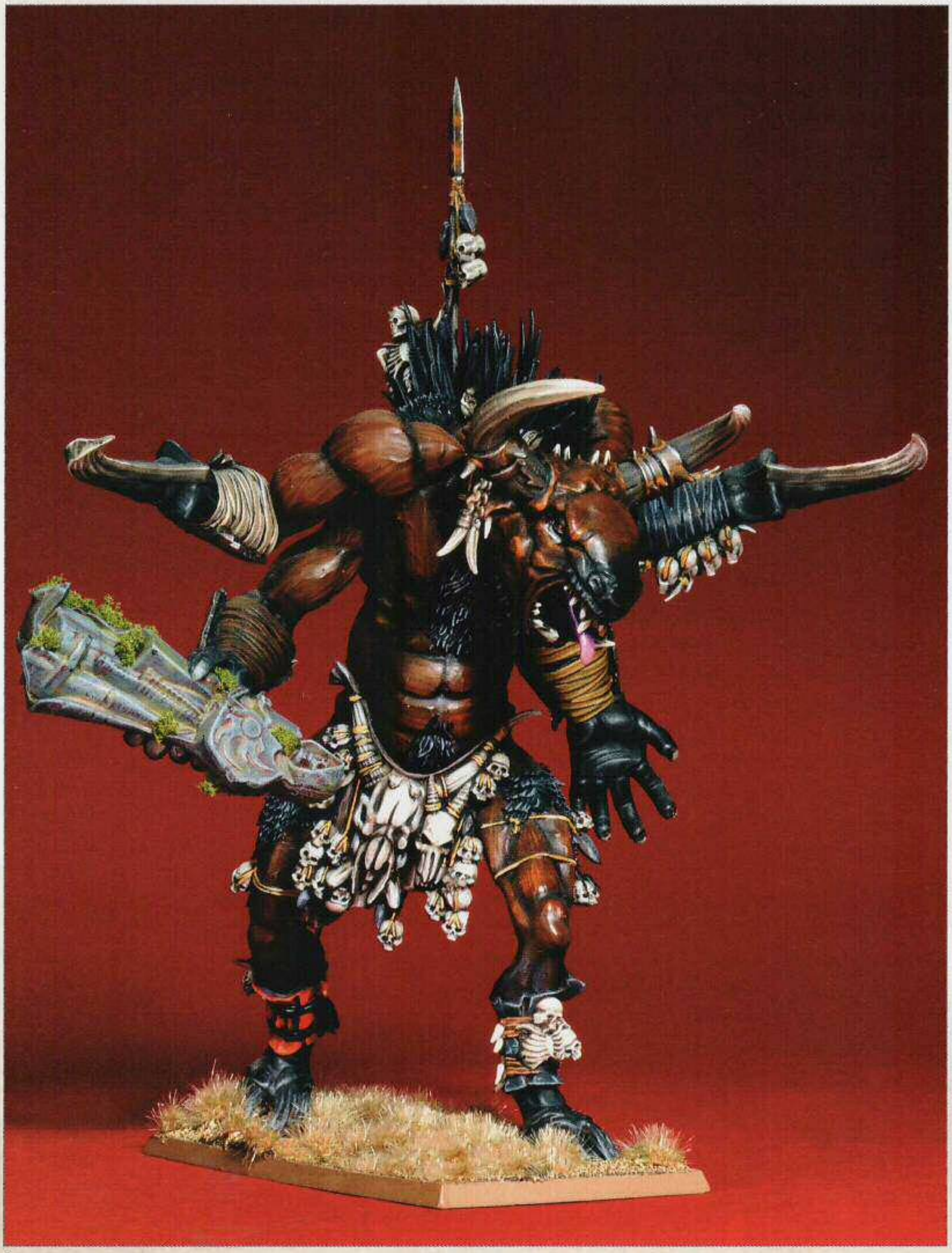
1 Otto von Stroheim leads Dominic's Middenland army into battle.

2 Dominic always spends extra time on a model's face as this is where the eye is first drawn.

3 Otto von Stroheim was painted separately from the Griffon, then stuck on at the end.

GHORGON
Nick Bayton

This Ghorgon was painted by Nick to match a Beastman army he painted a while ago. "I chose to assemble it as a Ghorgon over a Cygor as I love the imagery of a huge Minotaur rampaging amongst my opponent's armies." Nick painted the skin in dark brown tones, starting with a basecoat of Rhinox Hide and then layering up with Doombull Brown, slowly mixing in Skrag Brown as he went. His final highlight was Skrag Brown mixed with Kislev Flesh followed by a glaze of Reikland Fleshshade and Agrax Earthshade. "There's not much in the way of conversion work done, as the kit is festooned with so much detail I could make it how I wanted."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1 Nick assembled the Ghorgon with the statue of Morr from the kit.

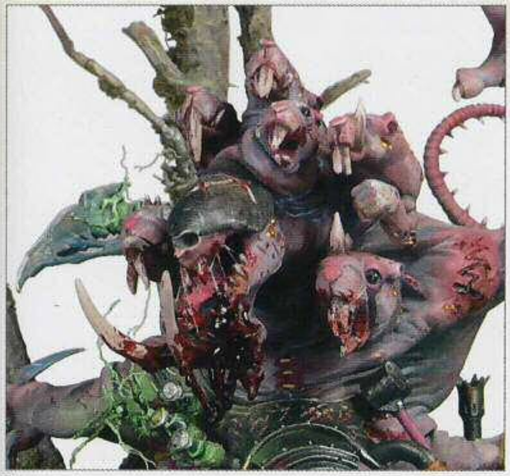
2 The muzzle, hands and feet are a darker shade.

3 The monster's armour is rusted and worn.

4 Nick lost count as to how many skulls and bones he painted on the Ghorgon.

Readers' Parade Ground

In this new addition to Parade Ground we feature the best of the miniatures sent in by you, our readers. This month: two beautiful monsters entered in painting competitions over the past year.



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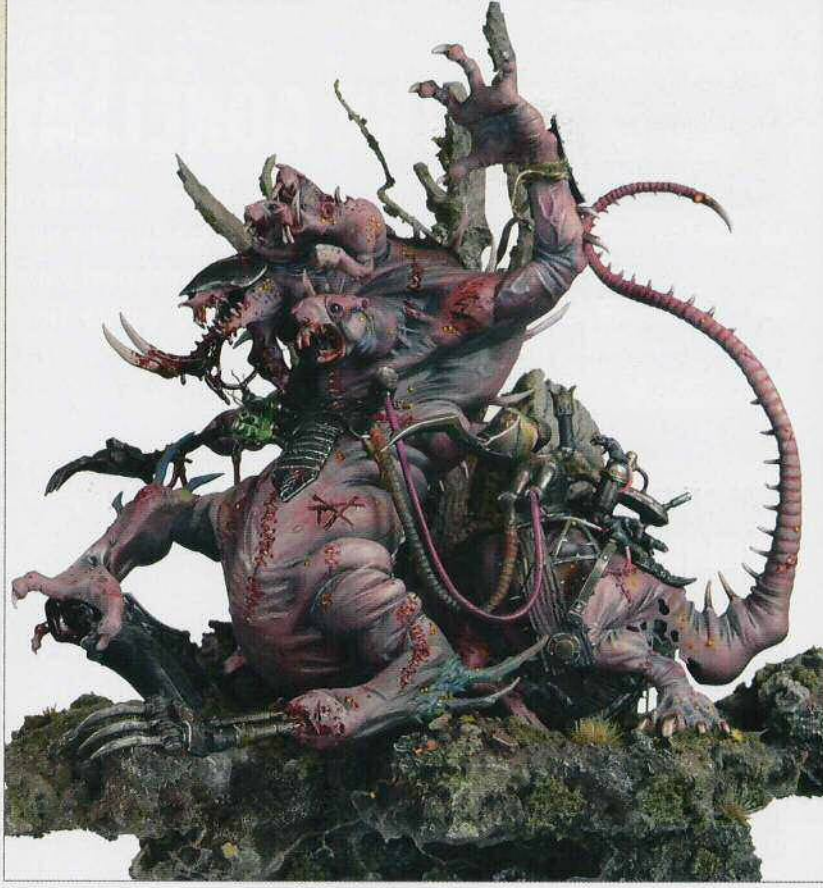

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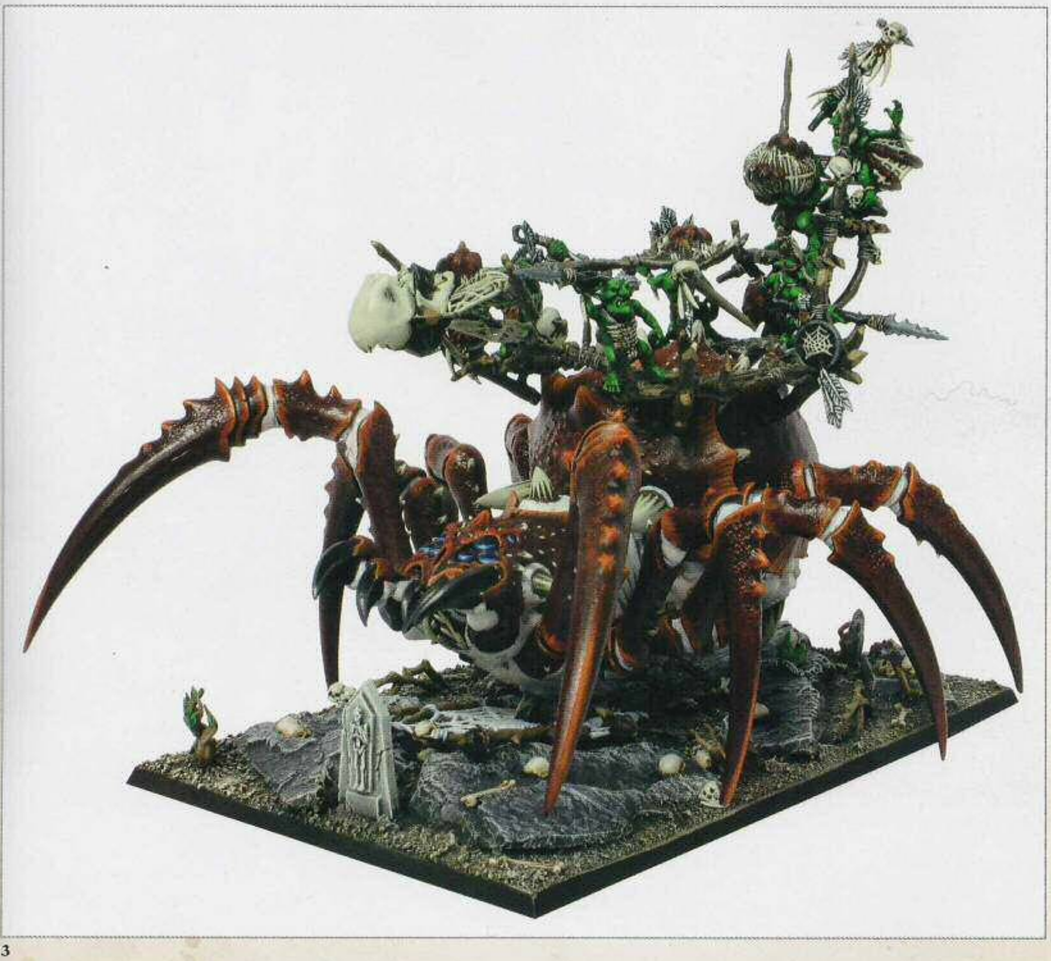


3

1 The Hell Pit Abomination has disturbingly life-like gore around its maws.

2 Simon Elsen painted this superb Hell Pit Abomination to enter into Golden Demon Germany.

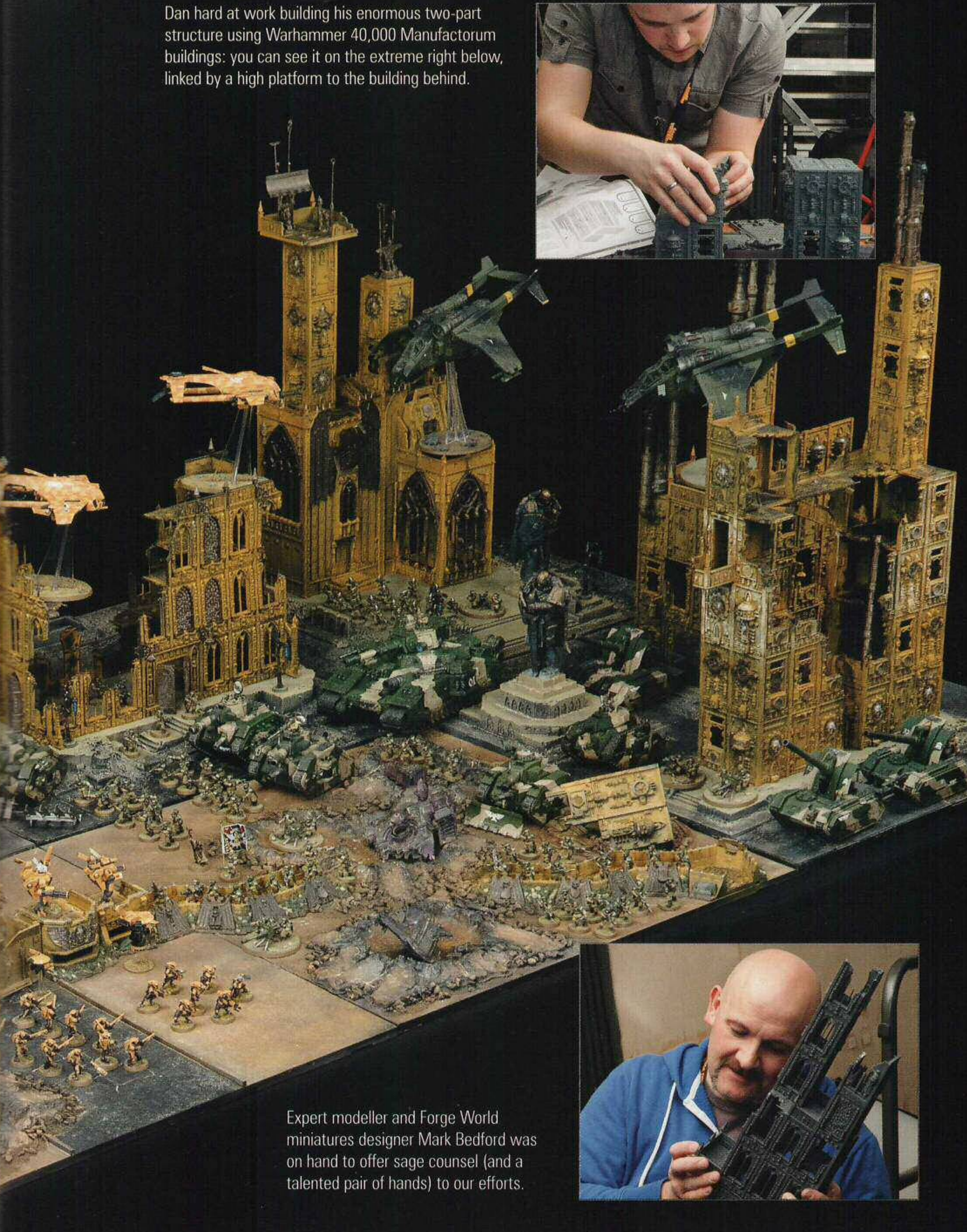
3 This fantastic Arachnarok Spider was painted by Michael De Vries as part of De Lage Landen Schilder painting competition in Amsterdam last year.

BATTLEGROUND

THE AGRELLAN REFINERY

In this month's Battleground, the White Dwarf team embarked upon the challenge of building our very own battlefield. With some help from a cadre of seasoned hobby professionals, but only two days to build and paint the whole board, here's how we got on.

Dan hard at work building his enormous two-part structure using Warhammer 40,000 Manufactorum buildings: you can see it on the extreme right below, linked by a high platform to the building behind.



Expert modeller and Forge World miniatures designer Mark Bedford was on hand to offer sage counsel (and a talented pair of hands) to our efforts.

The idea of the White Dwarf team building its own battlefield emerged as we were plotting what we could do to celebrate our 400th issue. The suggestion quickly came up to build a cracking battlefield, paint it up and then feature it in our Battle Report. But we only had two days to do it in, so we sought out some of Games Workshop's great hobby minds to give us a hand – hobby master Dave Andrews and Forge World's Mark Bedford and Phil Stutcinskas.

Jes cooked up a premise for the board, sketching out a design that would depict an Imperial refinery complex that had been thoroughly hammered by war, and that featured a narrative hook – a Tau crash site – to tie it in with the Battle Report. It was also important that every part of the Agrellan Refinery could be bought from Games Workshop stores or the website; we only used Warhammer 40,000 buildings and scenery kits. As the base for our battlefield we incorporated four Realm of Battle boards and four Forge World Cityscape tiles – these would form the bedrock for our war zone.

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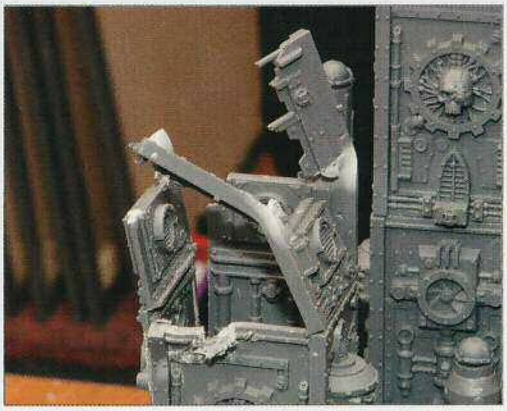
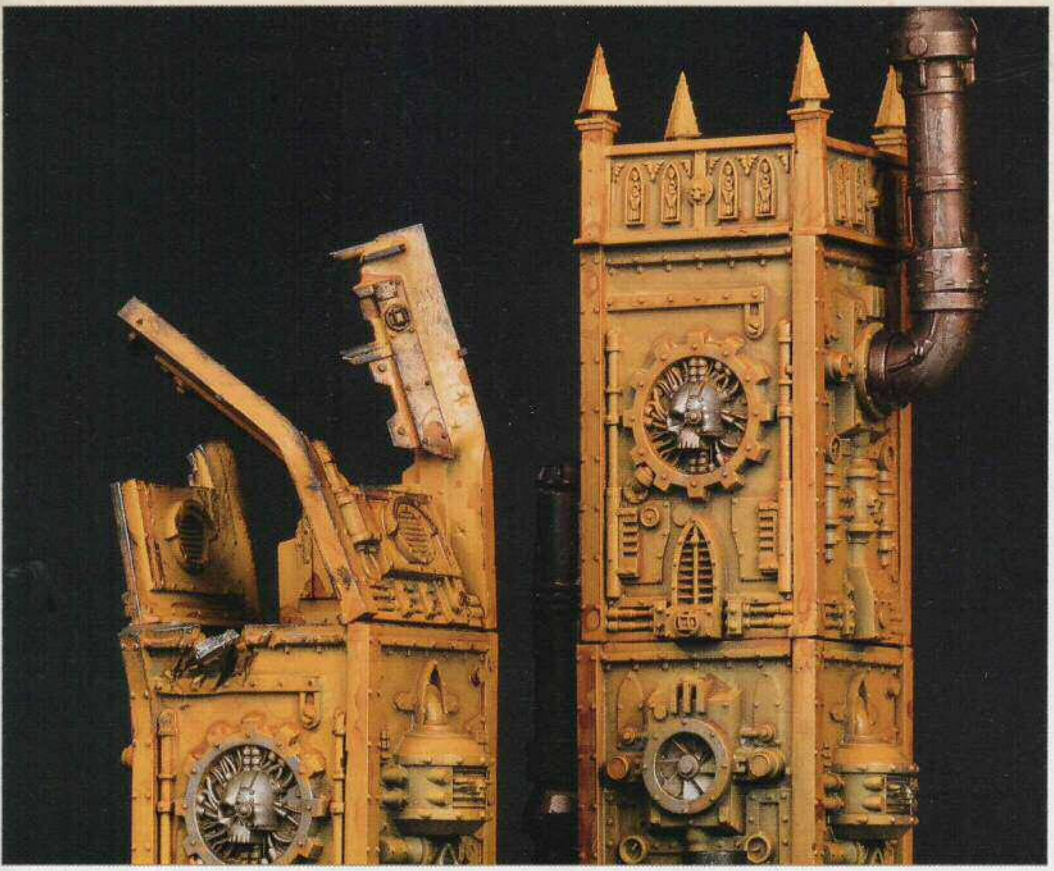

2

1 Across the Wall of Martyrs lies the remains of a fallen tower – Glenn and Andrew teamed up to make the wreckage look as though it had fallen and smashed apart on impact. It's easy to imagine enemy troops using the tower like a ramp to scramble over the Wall of Martyrs.

2 The buckled remains of the tower, showing where the spire has broken and fallen from.

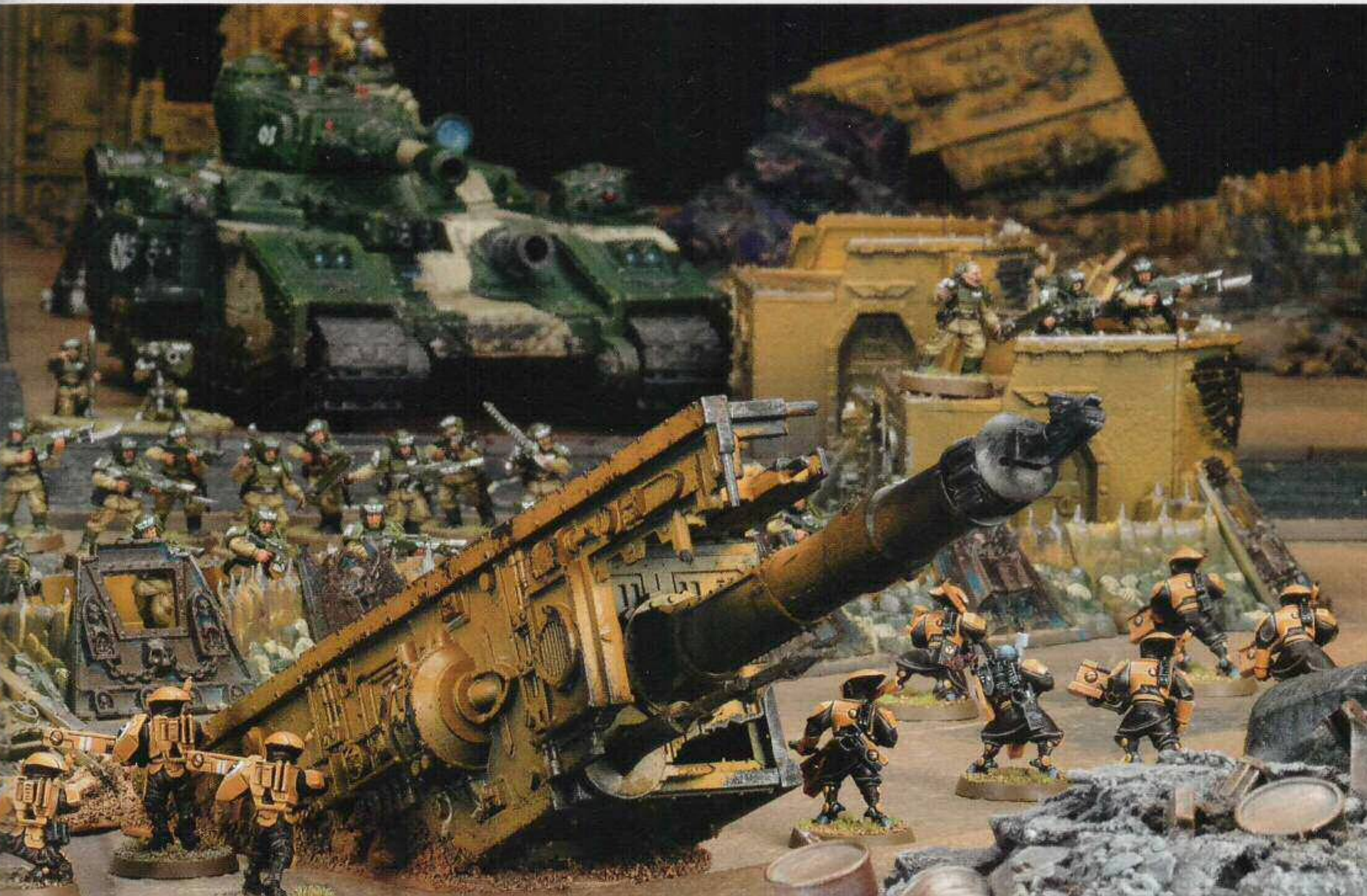
4



3

3 The decision to paint the buildings yellow came from Dave Andrews: "I've wanted to paint some yellow, heavily industrial scenery for a while now," he explained. "A dirty yellow colour is readily associated with heavy machinery, such as JCBs and CAT vehicles, and it's not usually a colour you see being used by the military – not conventional military, at any rate."

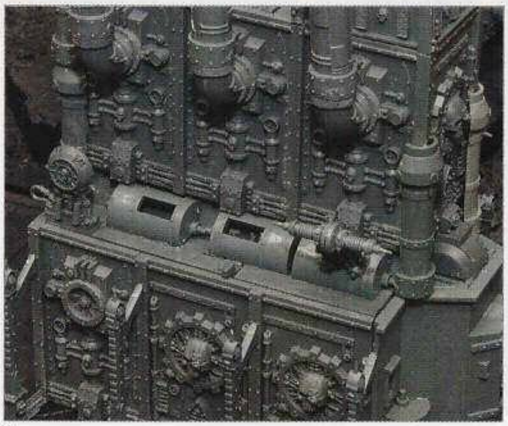
4 The battlefield of the Agrellan Refinery from a model's eye view. Again, Dave steered the direction of the project with some sage advice: "You want a battlefield to have variation in heights. The effect of the low terrain combined with the tall buildings is to provide contrast. Not only does it give even your biggest models somewhere to hide in battle, but it also lets you see the battlefield on a series of levels."



Jes' plans showed a series of tall buildings on the Cityscape tiles, so we set to work ensuring that there was plenty of height. Some of the buildings were built more or less intact (with only occasional damage) while others were simply city ruins – these would be great for placing models in during games. One key element to ensuring the industrial look was to make sure we had plenty of chimneys.

All the buildings were assembled on the first day of our project, with plenty of teamwork between the Dwarfers to ensure walls weren't too wonky, and that buildings would look good alongside one another. Jes and Dan built their respective buildings so close together that it became obvious they could be joined – so Glenn added a bridge to link them. Day one of the project ended with the buildings complete and the sand around the edges of craters and wreckage drying atop a layer of PVA Glue. The painting was completed on the second (frantic) day of the project. You can see how we painted it all in Paint Splatter on pages 130-133. **AT**

1

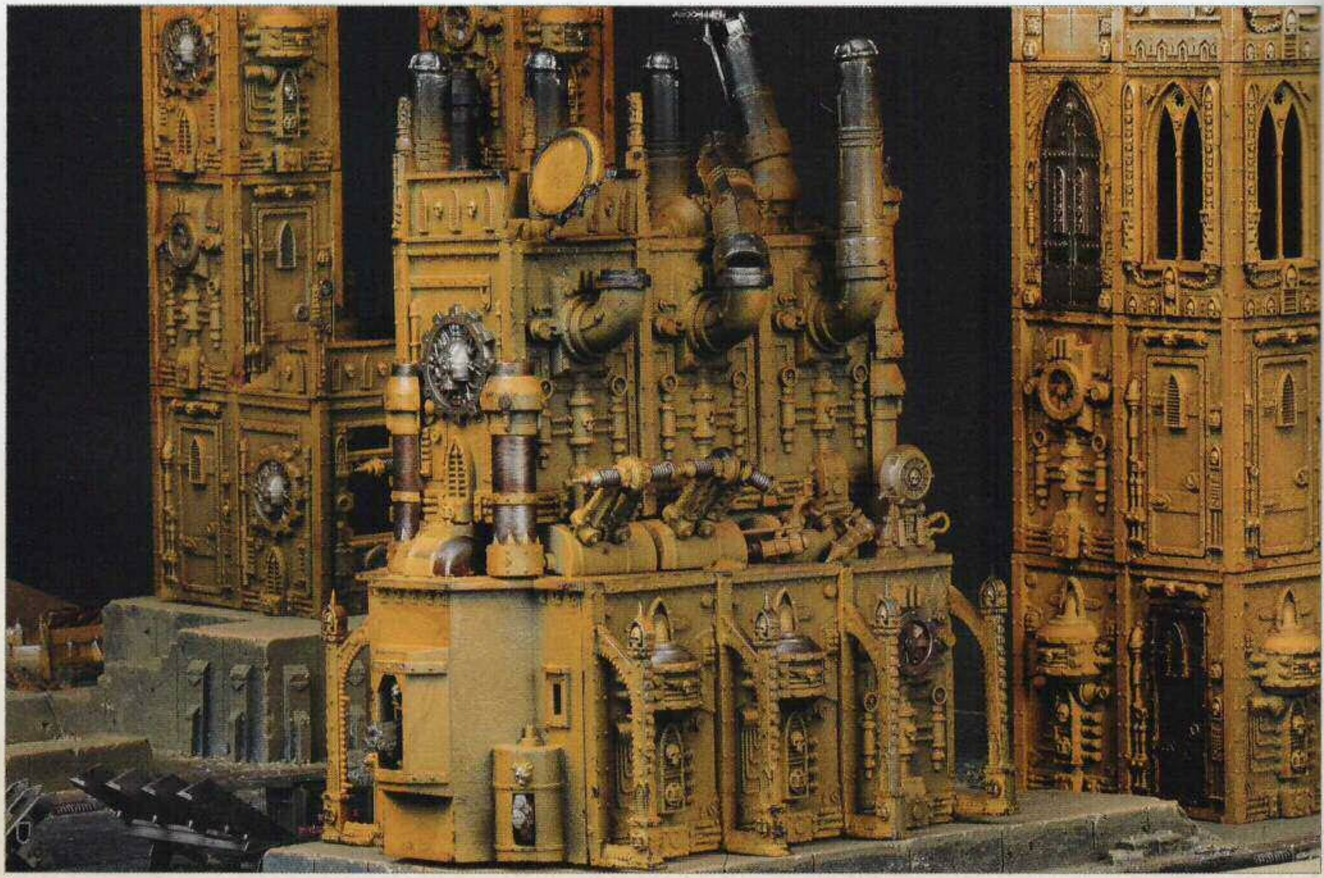


2

1 In addition to being a Forge World miniatures designer, Phil Stutcinskas is a super-elite modeller and painter with some prestigious awards under his belt. He built the impressive Manufactorum hub in next to no time.

2 Looking at the side of Phil's Manufactorum you can see how inventive he has been with the parts – using support struts from the Imperial Bastion kit to make giant transistors that run along the side of the building, and pipes to remove the squared corners. According to Phil: "The trick is to try out lots of parts and see what you can do with them before you start gluing. There's no great science to it – just experiment a little and then have a go."

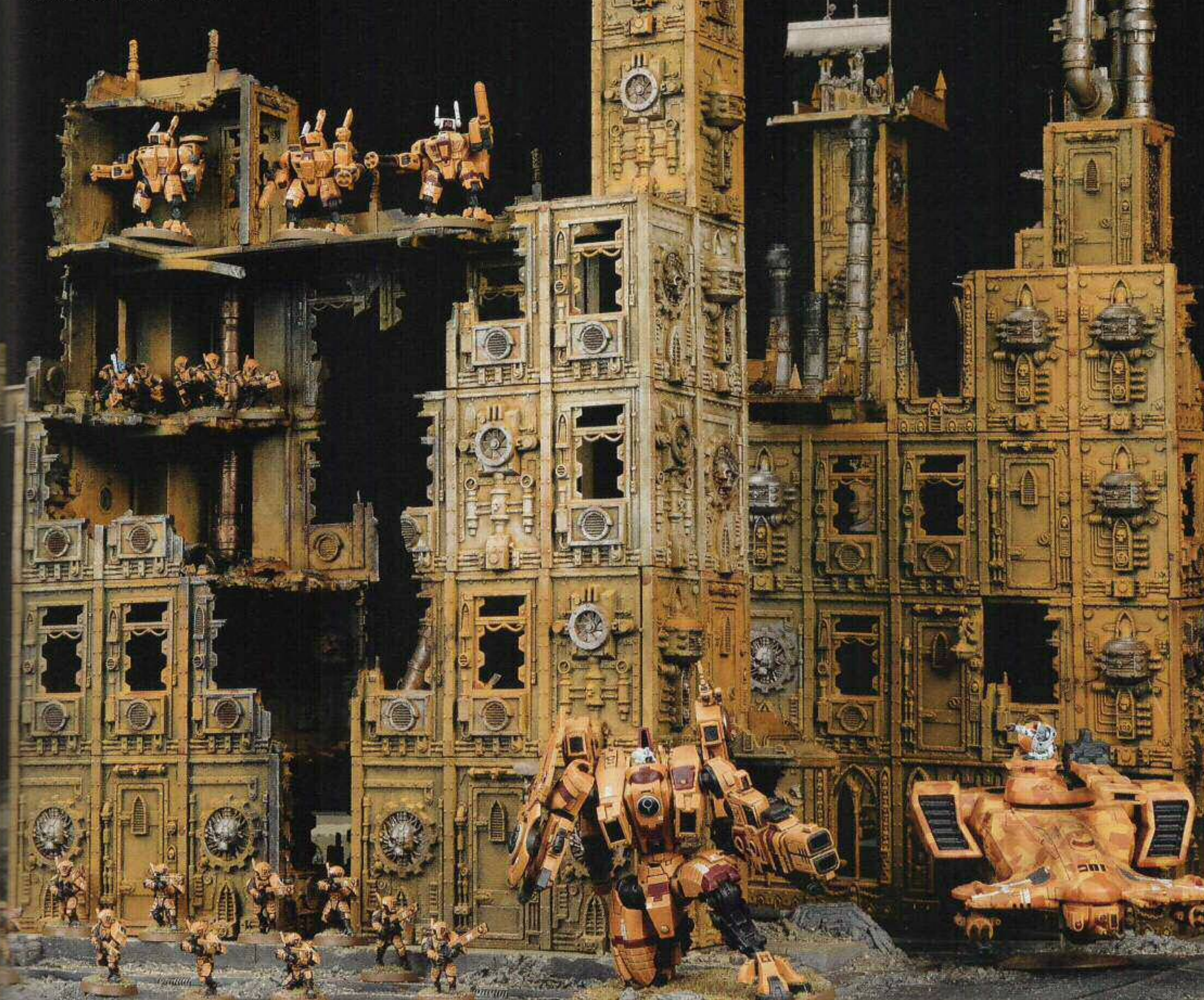
3 Phil's completed Manufactorum building. Note the smoke-stained chimneys along the top.



3

Dan made sure that all the pipes in his house seemed to go somewhere – including this massive pipe that ran through several floors of the building. Note the walls that he has cut down to add interior wreckage and allow a clearer view inside the building.

High up on the roof of one of the buildings is a communications array. Andrew made it out of a dozer blade from a Tank Accessories frame and some spare bits from the Imperial Bastion kit.



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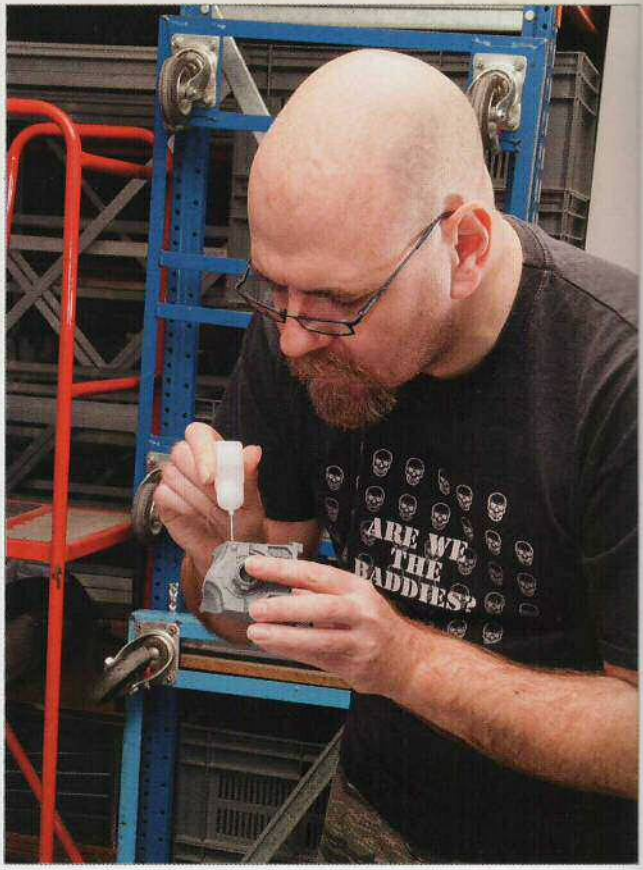

ARE WE THE BADDIES?

3

5

1 Dave built the Tau Devilfish kit, and then chopped it to bits for the crash site.

2 The wreckage of the Devilfish was then scattered across several craters, with plenty of sand and cork bark used to make it look as though there had been a significant impact.

3 Dave Andrews hard at work assembling the Devilfish (before wrecking it). Such is Dave's role in the Citadel design team that he worked on the creation of all the buildings and scenery kits we used in the creation of our battlefield.

4 The completed Devilfish crash site, painted to be sympathetic to Dan's own purple Tau army.

5 The plan was always to use the Devilfish as an objective in our game – a hotly contested flash point on the battlefield.

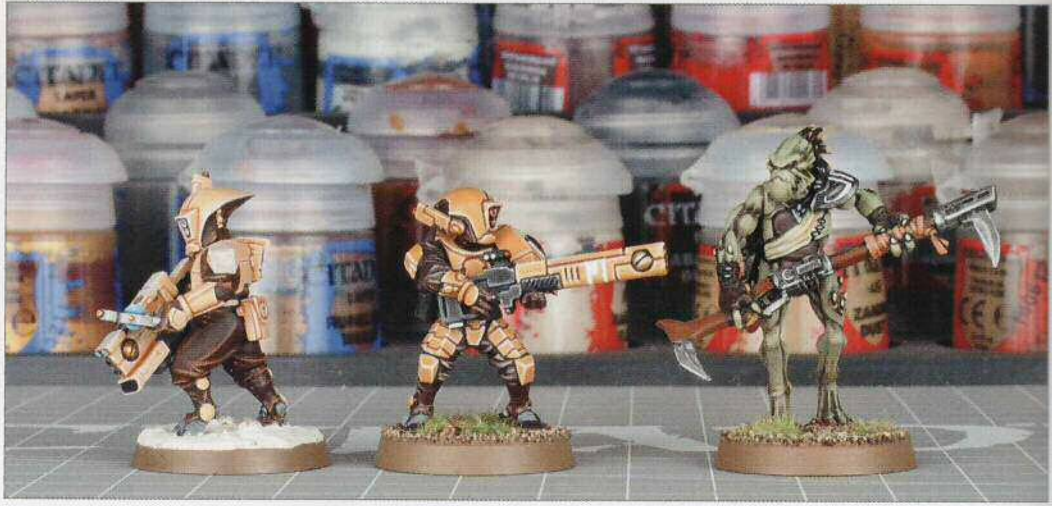
PAINT SPLATTER

Paint Splatter contains a wealth of handy painting tips and ideas to inspire your own hobby. From techniques we've been using this month to the colour schemes used on Studio miniatures seen throughout the magazine, there's painting advice for everyone.

TAU SEPT WORLD COLOUR SCHEMES

T'au Sept

You can always recognise a Tau by the colour of its sept markings, which is unique to their home world. These geometric shapes (often represented as vertical lines) are a great way to differentiate between units and ranks. White Scar is the sept colour of warriors from T'au.



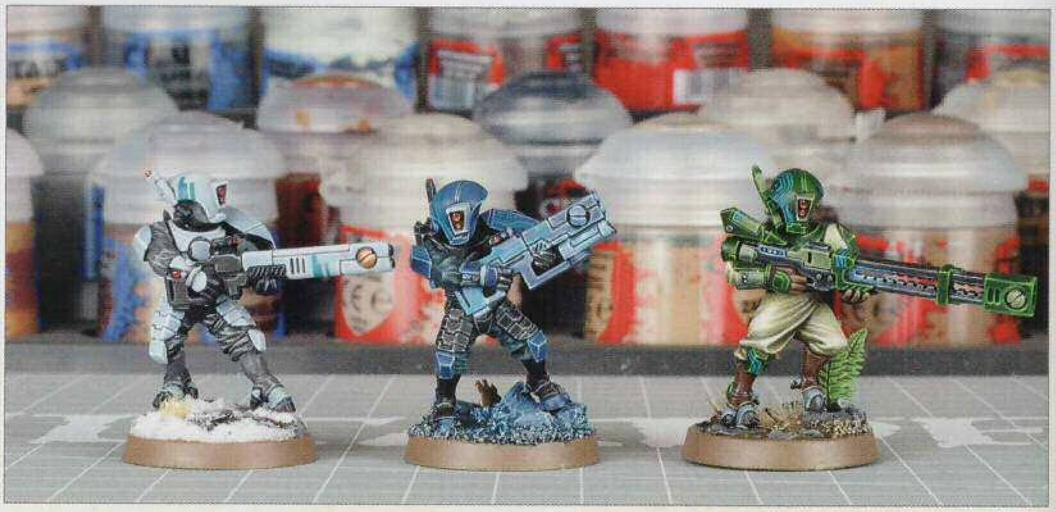
Armour base: Tau Light Ochre
Armour highlight: Ungor Flesh
Undersuit: Rhinox Hide

Armour base: XV88
Armour highlight: Tau Light Ochre
Undersuit: Rhinox Hide

Abdomen: Rhinox Hide
Skin base: Death World Forest
Skin highlight: Ogryn Camo

Bork'an Sept

While all three of these warriors wear different coloured armour, they are all from Bork'an, as indicated by their Sotek Green sept markings. The Tau will often change the colour of their equipment and armour to reflect their current battlefield – in this case a snow-covered world, urban terrain and a jungle – but their sept markings remain the same.



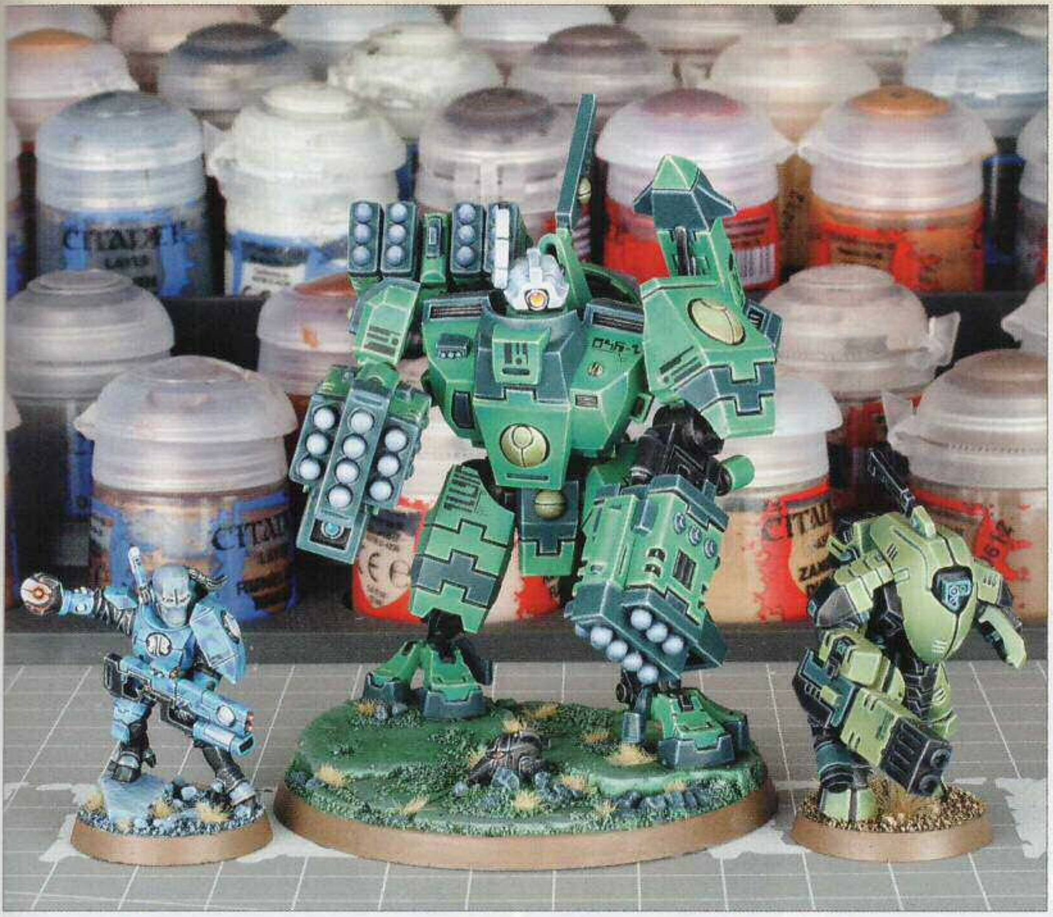
Armour base: Fenrisian Grey
Armour highlight: White Scar
Undersuit: Mechanicus Standard Grey

Armour base: The Fang
Armour highlight: Fenrisian Grey
Undersuit: Dark Reaper

Armour base: Caliban Green
Armour highlight: Moot Green
Undersuit: Karak Stone

N'dras Sept

The mysterious Tau of N'dras use Abaddon Black as their sept colour. Both the Broadside Battlesuit and the Stealth suit have armour panels painted in Incubi Darkness to break up the main colour of the suit. The Fire Warrior's fatigues and parts of his gun are also painted in his sept colours.



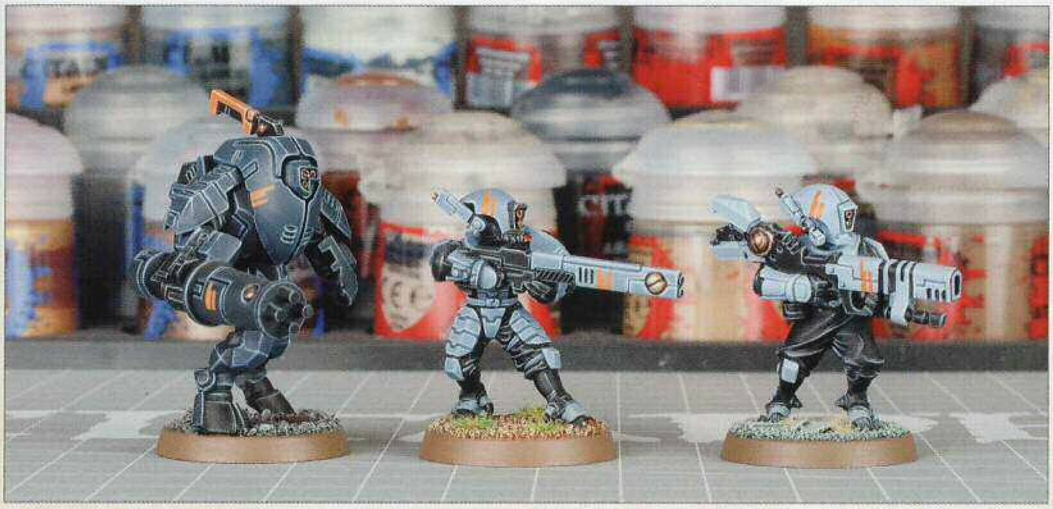
Armour base: Lothern Blue
Camo pattern: Kantor Blue
Undersuit: Abaddon Black

Armour base: Kabalite Green
Armour highlight: Sybarite Green
Secondary armour colour: Incubi Darkness

Armour base: Nurgling Green
Armour highlight: Ushabti Bone
Undersuit: Abaddon Black

Sa'cea Sept

These models from Sa'cea sept have been painted in three shades of grey armour. Subtly changing the armour colour across your units is a great way to give them a distinct look (such as the darker armour of the Stealth suit). Warriors from Sa'cea have sept markings painted in Troll Slayer Orange.



Armour base: Eshin Grey
Armour highlight: Dawnstone
Undersuit: Mechanicus Standard Grey and Abaddon Black

Armour base: Russ Grey
Armour highlight: Fenrisian Grey
Undersuit: Abaddon Black

Armour base: Fenrisian Grey
Armour highlight: White Scar
Undersuit: Abaddon Black

MARK OF A WARRIOR

Tau rank and sept markings can often seem a little confusing so we came up with a useful guide to help you paint the right markings onto your models.

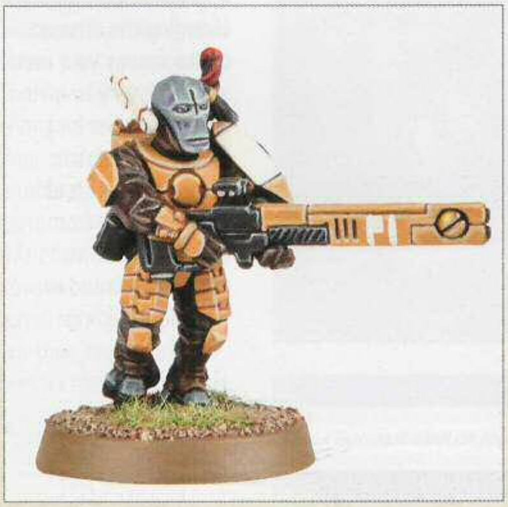
Shas'la is the lowest rank – they are normally Fire Warriors and Pathfinders. Their helmets and shoulder guards are the same colour as the rest of their armour though they will often feature squad markings in their sept colours.

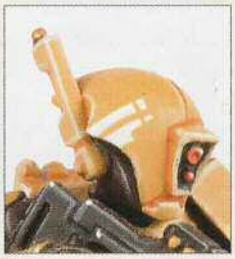
Shas'ui is the rank for squad leaders and battlesuits. Like the Shas'la their helmets are the same colour as their armour, but the aerial is painted in the sept colour. Fire Warrior Shas'ui's will have a panel of their shoulder guard painted in their sept colour to mark them out on the battlefield.

Shas'vre are battlesuit team leaders and Riptide pilots. Their helmet colour is painted in the sept colour as is the aerial. There are traditionally no markings painted onto their helmets.

Shas'o is the rank designation for Tau battlesuit commanders. Their helmets and aerials are painted in the colour of their sept with markings that match the colour of their armour.

Many Tau, like the Shas'ui below, have squad markings on their guns and armour. These can be geometric shapes (traditionally oblongs) though letters from the Tau alphabet can also be used.





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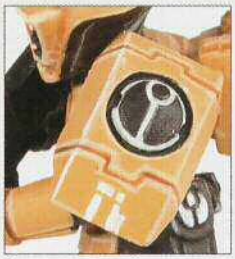

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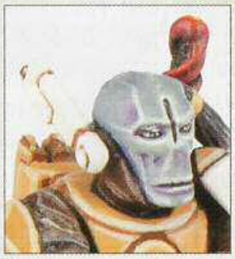

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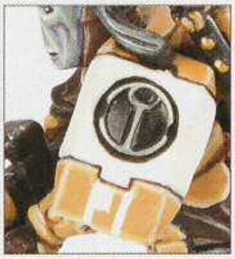


4

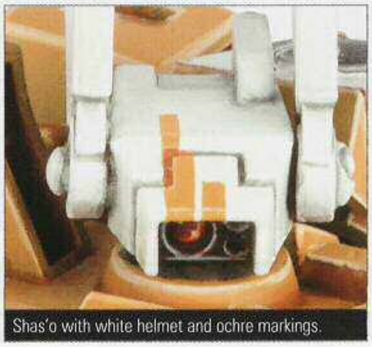
1 A Shas'la Fire Warrior. His helmet is the same colour as his armour while his squad markings are picked out in White Scar.

2 His shoulder guard is painted in Tau Light Ochre, the same colour as the rest of his armour.

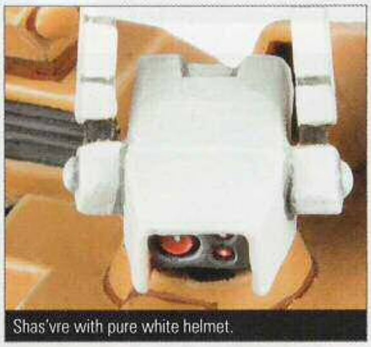
3 The Fire Warrior Shas'ui can be recognised by his white aerial. Were he wearing a helmet it would still be the colour of his armour.

4 The Shas'ui has a shoulder guard marked out with white to denote his rank.

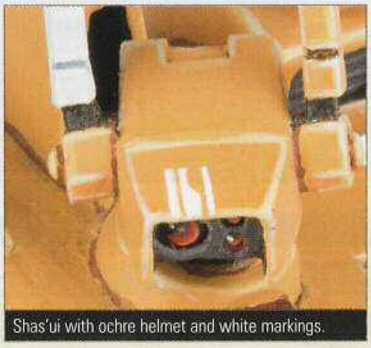
Markings for T'au Sept



Shas'o with white helmet and ochre markings.

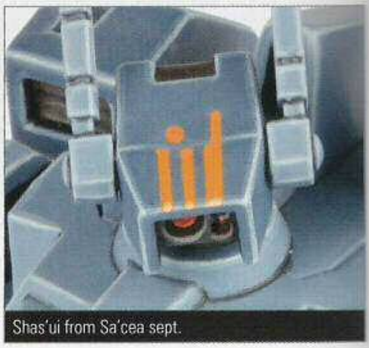


Shas'vre with pure white helmet.

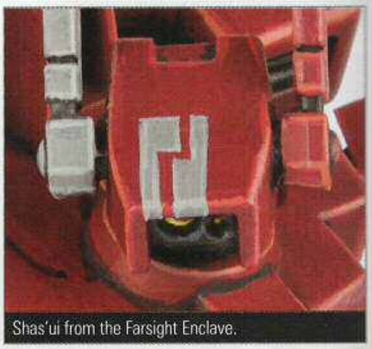


Shas'ui with ochre helmet and white markings.

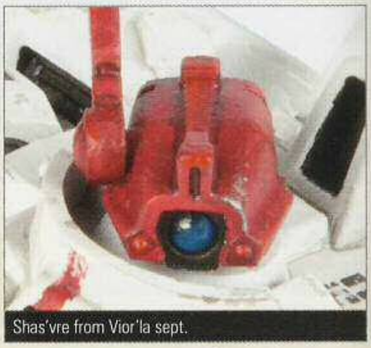
Markings for Other Septs



Shas'ui from Sa'cea sept.



Shas'ui from the Farsight Enclave.



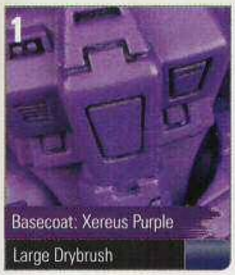
Shas'vre from Vior'la sept.

D'YANOI SEPT BATTLESUIT

(as seen on pages 58–75)

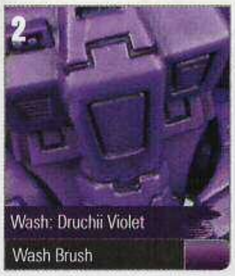
Dan: I painted my Tau in deep purple armour with sharp edge highlights in blue, representing the D'yanoi sept. The colour scheme is quite unusual and immensely time consuming, but it's also very rewarding. I painted one squad at a time following the stages below, starting with armour and ending with lenses. The models were finished with Citadel Snow, which I stuck on with super glue.

Armour


1

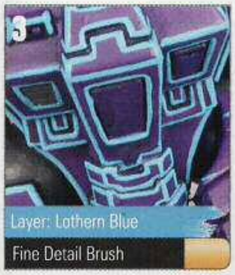
Basecoat: Xereus Purple

Large Drybrush


2

Wash: Druchii Violet

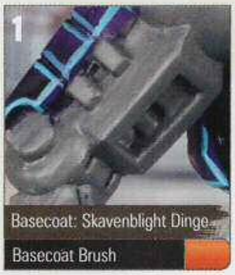
Wash Brush


3

Layer: Lothern Blue

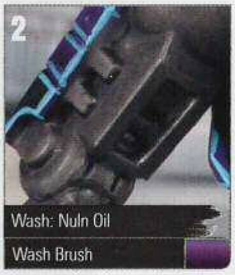
Fine Detail Brush

Undersuit


1

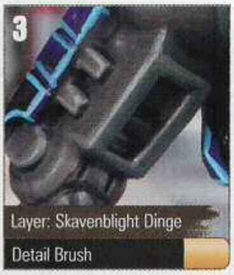
Basecoat: Skavenblight Dinge

Basecoat Brush


2

Wash: Nuln Oil

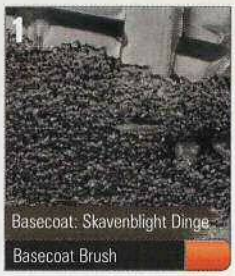
Wash Brush


3

Layer: Skavenblight Dinge

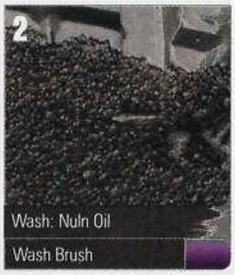
Detail Brush

Base


1

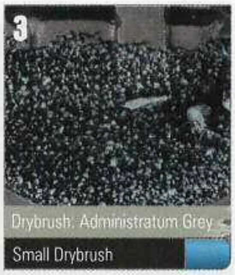
Basecoat: Skavenblight Dinge

Basecoat Brush


2

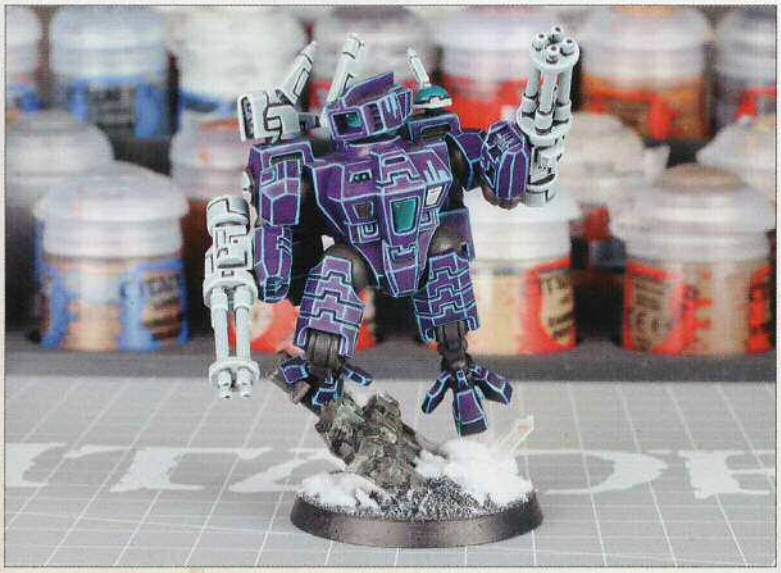
Wash: Nuln Oil

Wash Brush

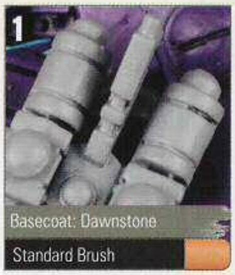

3

Drybrush: Administratum Grey

Small Drybrush

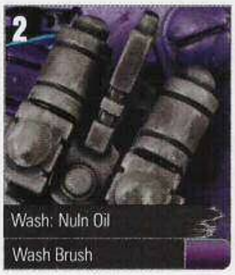


Equipment


1

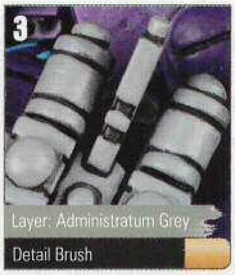
Basecoat: Dawnstone

Standard Brush


2

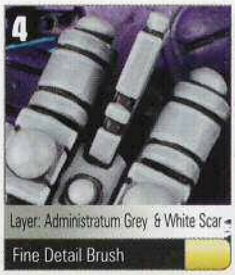
Wash: Nuln Oil

Wash Brush


3

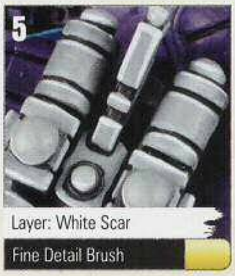
Layer: Administratum Grey

Detail Brush


4

Layer: Administratum Grey & White Scar

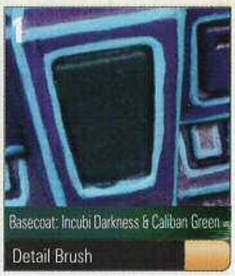
Fine Detail Brush


5

Layer: White Scar

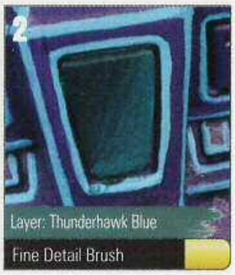
Fine Detail Brush

Lenses


1

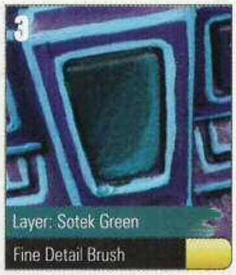
Basecoat: Incubi Darkness & Caliban Green

Detail Brush


2

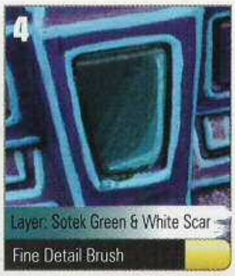
Layer: Thunderhawk Blue

Fine Detail Brush


3

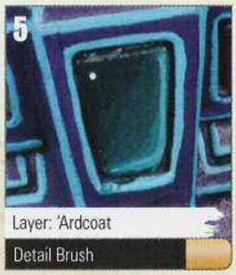
Layer: Sotek Green

Fine Detail Brush


4

Layer: Sotek Green & White Scar

Fine Detail Brush


5

Layer: 'Ardcoat

Detail Brush

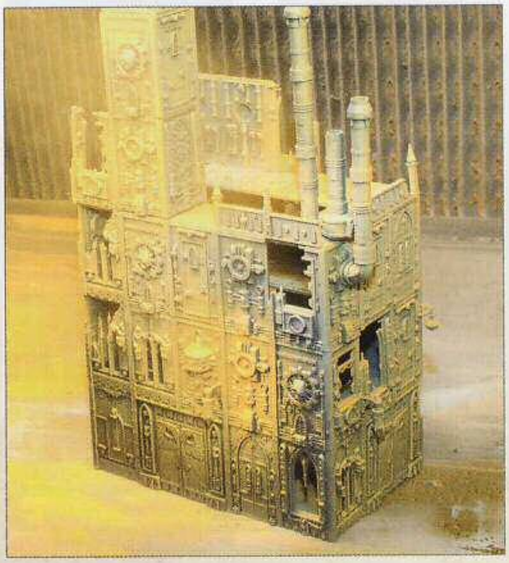
THE AGRELLAN REFINERY

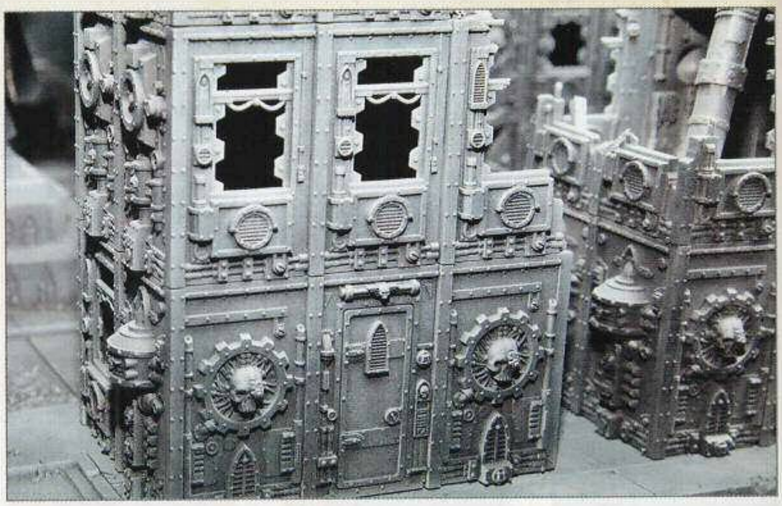
Dan: Earlier in the issue you will have seen the battlefield that we created for this Month's Battle Report, able assisted by the hobby legends that are Dave Andrews, Mark Bedford and Phil Stutcinskas. Having learnt a great many scenery painting tips from them, we thought we'd share them in this month's Paint Splatter.

While we were designing the board, Dave suggested painting the buildings a dusty yellow similar to that of many industrial vehicles. It could then be weathered and covered in grime to represent an industrial complex in the middle of a wasteland.

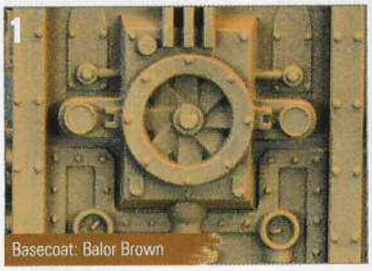
All eight board sections were undercoated with Chaos Black Spray and then dusted with a layer of Skull White Spray applied from a distance. This gave the ground a mottled, uneven appearance and helped to shade the buildings before the yellow basecoat was applied. You can see from the picture above right that the building is lighter at the top than it is at the bottom.

The next stage was to apply the basecoat. Copious amounts of Balor Brown were fired through a spray gun at the buildings and the trench lines. A heavy coating of paint was applied to the upper floors, while the lower floors were given a much lighter layer (again to represent natural shadows). We then finished the buildings and the board using the following stages.

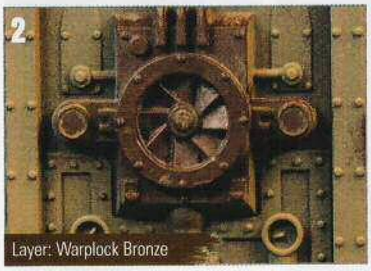




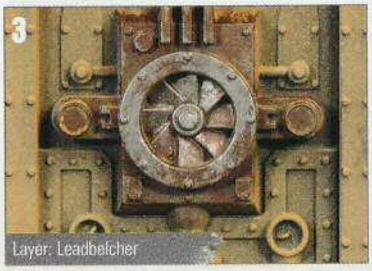
Buildings



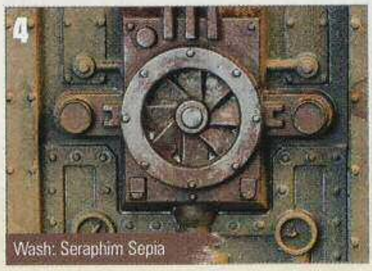
Basecoat: Balor Brown



Layer: Warplock Bronze

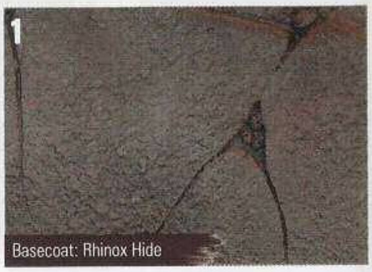


Layer: Leadbelcher

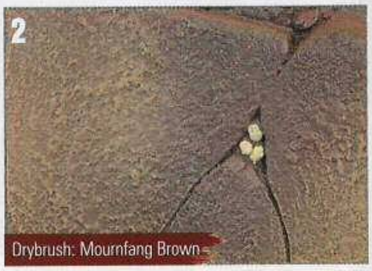


Wash: Seraphim Sepia

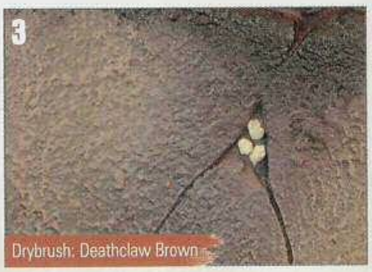
Earth



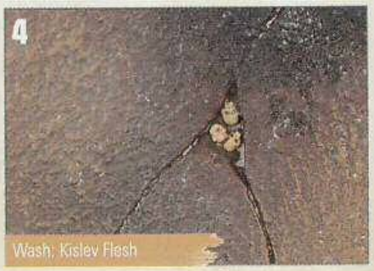
Basecoat: Rhinox Hide



Drybrush: Mournfang Brown



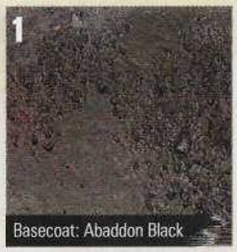
Drybrush: Deathclaw Brown



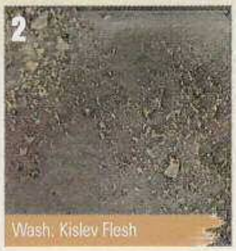
Wash: Kislev Flesh

Road

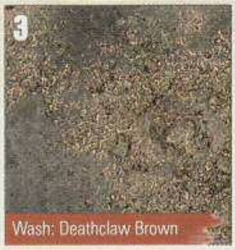
Mark and Phil painted the road Abaddon Black followed by two very thinned-down washes of Kislev Flesh and Deathclaw Brown. "Lahmian Medium is the key to a good wash," says Mark. "Mix it with the paint and then add a load of water until the consistency is like milk. Then apply it with a very big brush. Once you're done, dab off the excess wash with a piece of cloth – the remainder will sit nicely in the recesses and give the road a worn, dusty appearance."



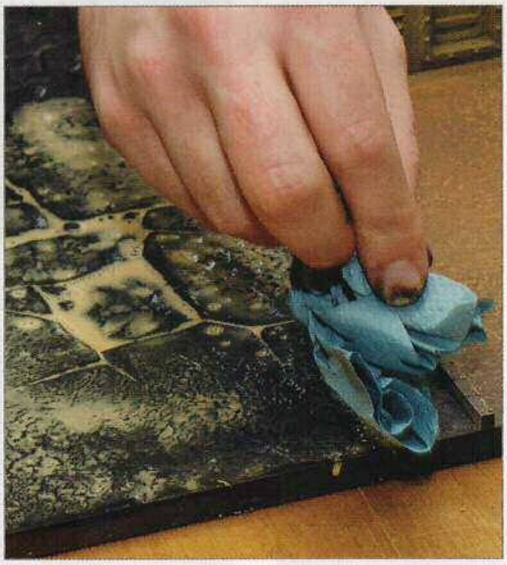
Basecoat: Abaddon Black

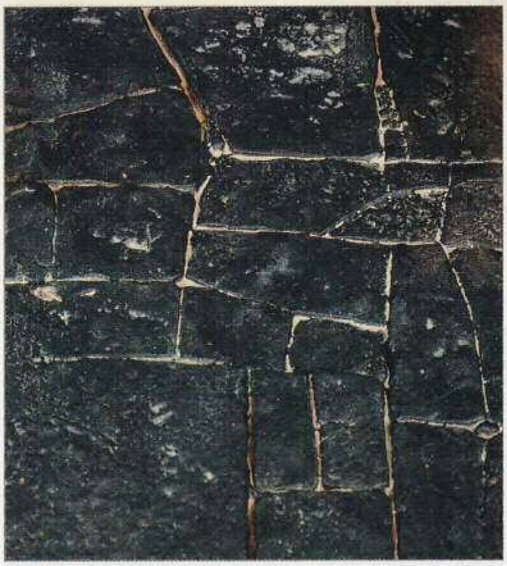


Wash: Kislev Flesh



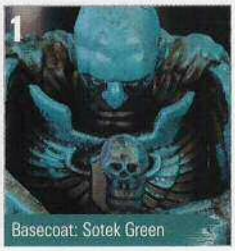
Wash: Deathclaw Brown



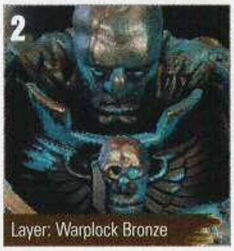


Statues

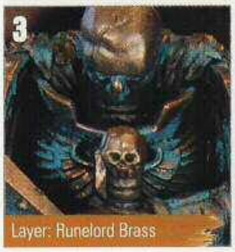
While the majority of us painted buildings, Mark set to work on the two Imperial statues that would sit outside the Overseer's Mansion. He started by sponging on a basecoat of Sotek Green to represent verdigris (though drybrushing would work just as well). Once dry, Mark then applied three layers of bronze to build up the layers of colour, leaving the Sotek Green in the recesses. The finished statue appears to be very old and heavily weathered by the elements.



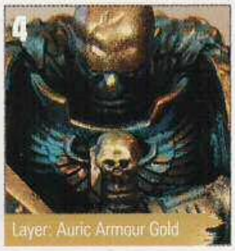
Basecoat: Sotek Green



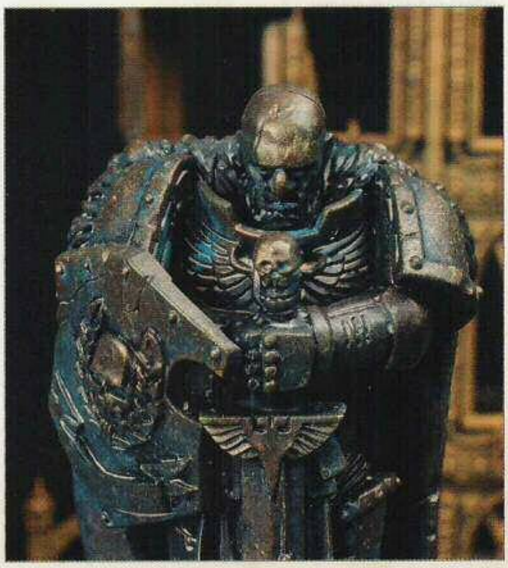
Layer: Warplock Bronze



Layer: Runelord Brass

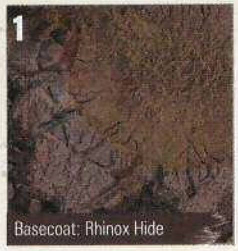


Layer: Auric Armour Gold

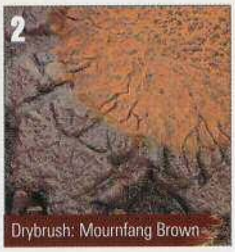


Craters

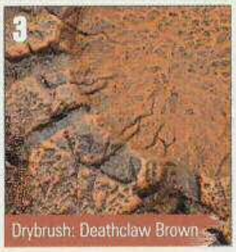
The crater basecoat was painted on using a Large Drybrush, and then stages 2 and 3 were drybrushed using the same brush. The final drybrush of the Skavenblight Dinge and Abaddon Black mix, however, was applied to the raised edges of the craters using a sponge. The whole thing was then washed as per the road (see previous page).


1

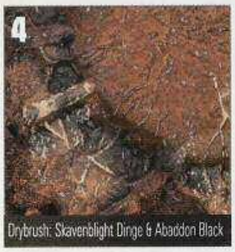
Basecoat: Rhinox Hide


2

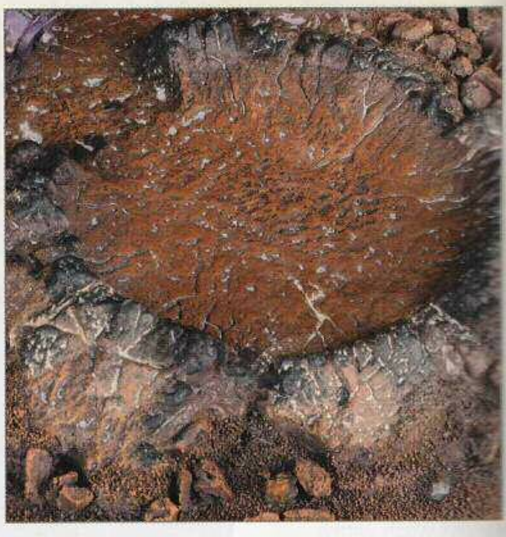
Drybrush: Mournfang Brown


3

Drybrush: Deathclaw Brown

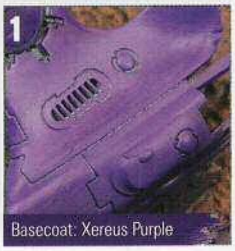

4

Drybrush: Skavenblight Dinge & Abaddon Black

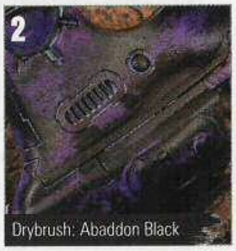


Crashed Devilfish

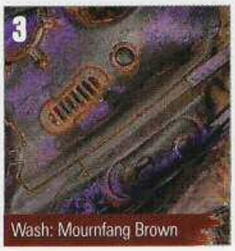
The crashed Devilfish was painted to remain sympathetic to Dan's Tau army, so was basecoated Xereus Purple with a Large Drybrush. Using the same brush, Abaddon Black and Mournfang Brown were then added to show damage and weathering. A Kislev Flesh wash with a Wash Brush then added the final touches.


1

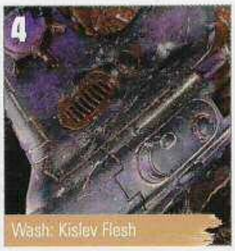
Basecoat: Xereus Purple


2

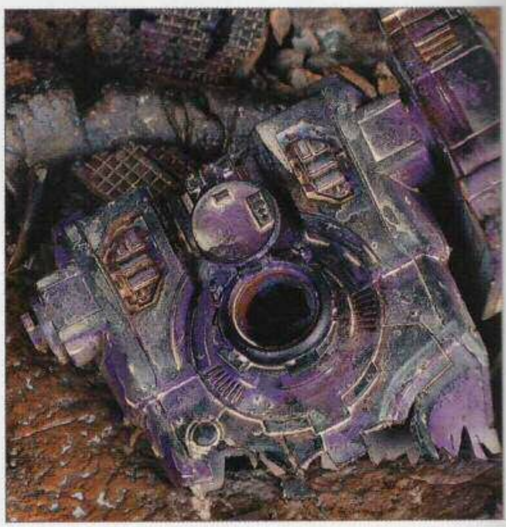
Drybrush: Abaddon Black


3

Wash: Mournfang Brown

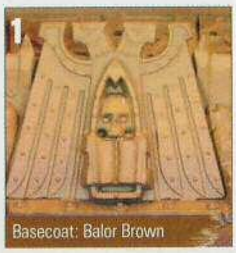

4

Wash: Kislev Flesh

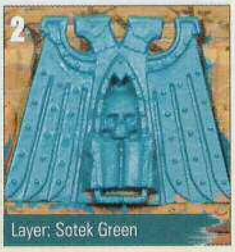


Mantlets

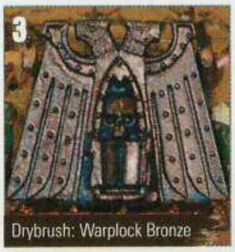
The Wall of Martyrs was painted in the same way as the buildings, but the metal mantlets were handled differently. Stage 1 was sprayed on and 2 was applied with a Basecoat Brush, then Warplock Bronze was heavily drybrushed on. Finally, a wash of Kislev Flesh, as with the roads, craters and crashed Devilfish, was applied with a Wash Brush.


1

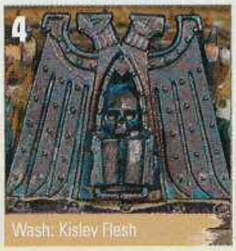
Basecoat: Balor Brown


2

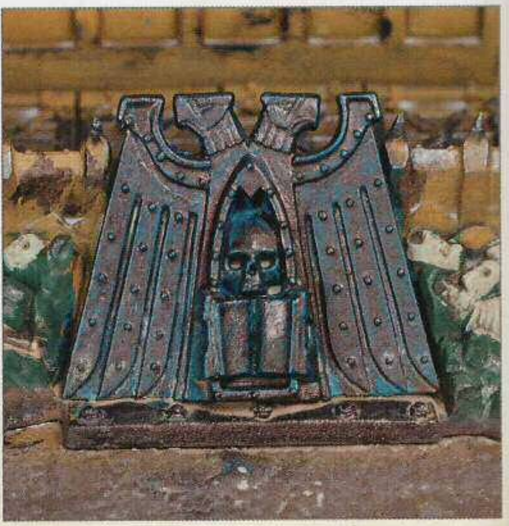
Layer: Sotek Green


3

Drybrush: Warplock Bronze


4

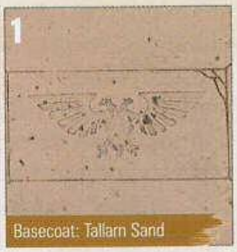
Wash: Kislev Flesh

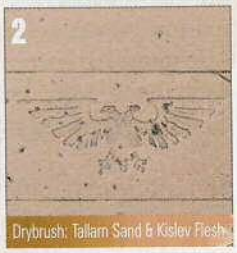


The Ground

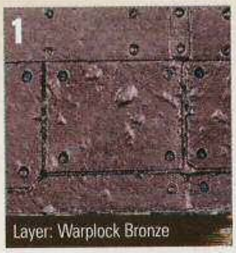
The stone here refers to the plinths that the buildings and statues sit on on the Forge World Cityscape boards, and they were drybrushed using a Large Drybrush. The stone plinths in turn sit on the curbs, which form a metallic base that touches the road; again, a Large Drybrush was used for these. A Kislev Flesh wash finished things off.

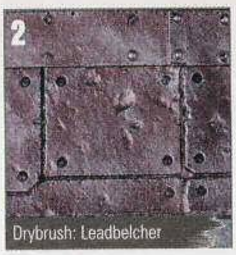
Stone


1
Basecoat: Tallarn Sand


2
Drybrush: Tallarn Sand & Kislev Flesh

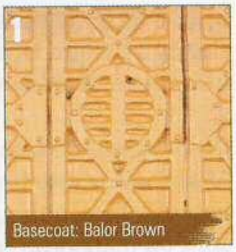
Curbs

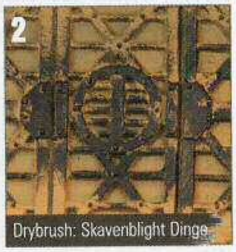

1
Layer: Warplock Bronze

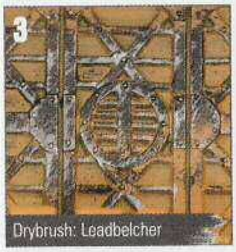

2
Drybrush: Leadbelcher

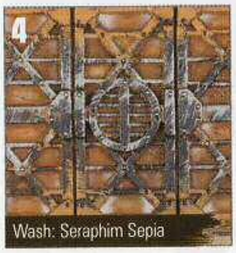
Walkways and Trench Floors

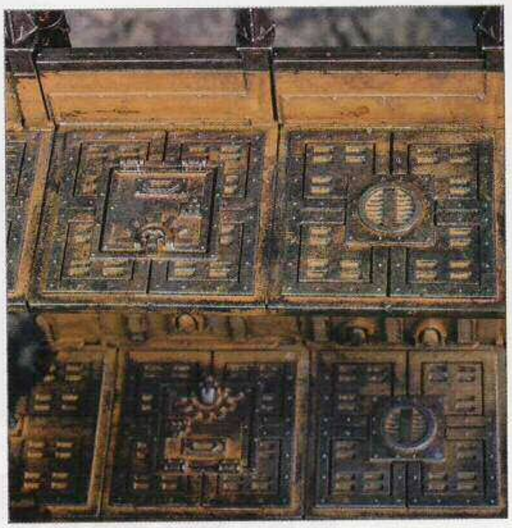
This sequence applies to all the walkways in the buildings plus the floor of the Wall of Martyrs. The basecoat was sprayed on; a Large Drybrush was used for stages 2 and 3 (feel free to be liberal and messy here – it will only help the desired final effect of looking used and war-torn). A Wash Brush was used to apply the final wash of Seraphim Sepia.

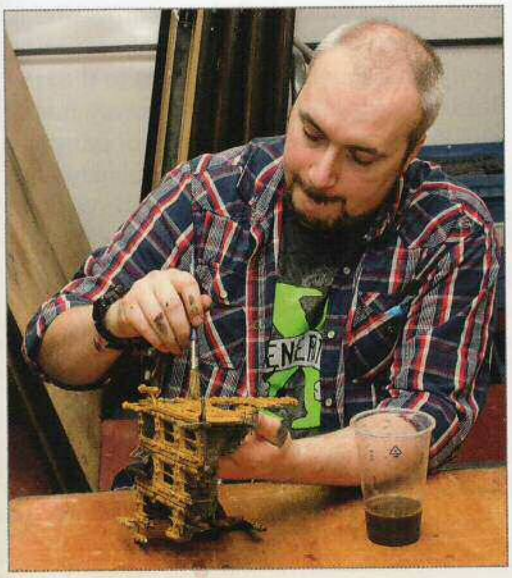

1
Basecoat: Balor Brown


2
Drybrush: Skavenblight Dinge


3
Drybrush: Leadbelcher


4
Wash: Seraphim Sepia





1

2

1 The pot in front of Adam contains our 'dirty wash': a mixture of Seraphim Sepia, water and Lahmian Medium. You certainly don't have to thin Shades down, but it gives a more subtle effect than applying them neat from the pot. There is a downside though...

2 ...In that they will take longer to dry. As Adam finished a building he passed it to Matt who would blast it with a couple of hair dryers (twin-linked, of course) to make them dry faster.

JEREMY VETOCK

This month Jeremy Vetock turns to the subject of hobby myths. With the aid of anthropologists, field experts and fully accredited voodoo doctors, he applies his analytical mind to separate the truths from the myths.

Every hobby has its own peculiarities that seem preposterous or even laughable to outsiders, but are accepted as truth to those 'in the know'. For instance, some of my friends are into model railways, and although they might otherwise seem rational and erudite, they truly believe that running your train backwards three times around the track will make you go bald or that buying locomotives with odd road numbers is bad luck (or make your wife go bald, I can't remember which). Ridiculous, I say, although I was then challenged about my own bizarre beliefs.

So herein I examine some common superstitions surrounding collecting, modelling, painting and gaming with Citadel miniatures. I think you'll find my answers logical. If not, and you intend to write a letter of complaint, please mark it clearly as White Dwarf have promised to lose these. Now, onward to scientific truth:

Do painted models fight better?
Aha, an easy one to start with! This is patently true, although experts remain split on the exact reasons why. Some point to the pride exhibited by painted models, which enhances their performance, but I personally steer more to the known fact that bare plastic/resin attracts bad luck.

Do well-painted models fight poorly?
This is a trickier myth, because when I was younger (by which I mean, a long time ago) this was true. The best-painted armies were, at that time, done by painters who loved that aspect of the hobby best and rarely, if ever, took their models to the field of battle. These days, however, it is no longer a truism, as the level of painting has continually improved and, frankly, there are simply more gamers who paint to a higher standard than ever before.

How will my newly painted model/unit do in its first game?
Fact: it will do terribly due to a statistically factual mathematical truth – the first time you use your newly painted thing it will be cursed. To make matters worse, this particular hex has a sliding scale of potency – the larger/better painted the model/unit is, the worse it will perform.

Is it true that Games Workshop editors have no sense of humour?
Sadly, this is true, and they mercilessly scythe through any joke, innuendo or snigger-worthy phrase. There is, however, a small window of time – I call it 'humour hour'. Normally, on Fridays between the hours of 3pm and 4pm, you can sneak a quip or two through. It is historical fact that Snotlings, the Shokk Attack Gun and all silly Lizardmen names (Tiqtaqto, Kroak, Itzabitiffi) were edited in this time slot.

> **"Some point to the pride exhibited by painted models, but it is a known fact that bare plastic/resin attracts bad luck."**

When rolling dice will saying 'I need anything but a one' make me roll a one?
Undisputable fact. See also the rookie mistake of calling the artillery dice a 'misfire' dice.

Can my models hear me?
Maybe. Are you chastising them for a lack of resolve, or are you trying to inspire them by screaming "Waaagh!" with lung-bursting effort? This can up your chances of success, however, depending on your opponent or gaming environment, it can also leave you socially ostracised. My advice: apply sparingly. On the other hand, it is a fact that the "dice always know". Anyone who has tried a retconned 'going back-in-time' phase reversal will discover that the dice will find him out and it will end in the same result.

Are broken models a magnet for gaming misfortune and bad luck?
This depends on the comedic value of the model's injury. A missing shield is unsightly, but barely a negative factor, while a limp battle cannon that droops pathetically or a Space Marine carrying an 'invisible' bolter that has long fallen off is far funnier looking, and therefore attracts more negative luck.

Explain how my cheapest troops often excel in the game?
There are many variants of this classic, such as: why do my knights miss, but their warhorses reign triumphant; how can Cultists defeat what Chaos Terminators cannot; and how can those Goblins still be alive? Beware, this is a tricky one, as sometimes really crummy 'chaff' can box above their weight, but don't be fooled into relying on this sort of miracle. Unless, of course, you want to be the guy that other gamers point to and whisper, "that's the loon that thinks he can win with the all-Grot army!"

Explain the Curse of the Codex.
Some say that it is impossible to win with a Codex or army book that you have written yourself. This is situational and, while it certainly appears true in some cases (Exhibit A: Jervis Johnson), there are many others (Exhibit B: Phil Kelly) where it feels quite the opposite. The real test is whether Jervis can win with a Phil Kelly written Codex (the answer, I suspect, is still no, but based more on the next myth than any actual Codex Curse).

Is Jervis 'High Pockets' Johnson unnaturally unlucky with dice rolls?
That's no myth. It's uncanny and unnatural to see the way that man can distort the laws of chance. Dogs bark, milk curdles.

Will rolling dice in a dynamic fashion make them roll higher/lower?
Statistically speaking, a jaunty dice roll is 100% guaranteed to make you look eccentric. If you feel this is a good look for you, proceed…

And remember: don't walk under any black cats or pick up any coins unless the Emperor's Golden Throne is heads up!

Jeremy is a long-time hobbyist and author of many army books, including Codex: Dark Angels and Warhammer: Ogre Kingdoms.

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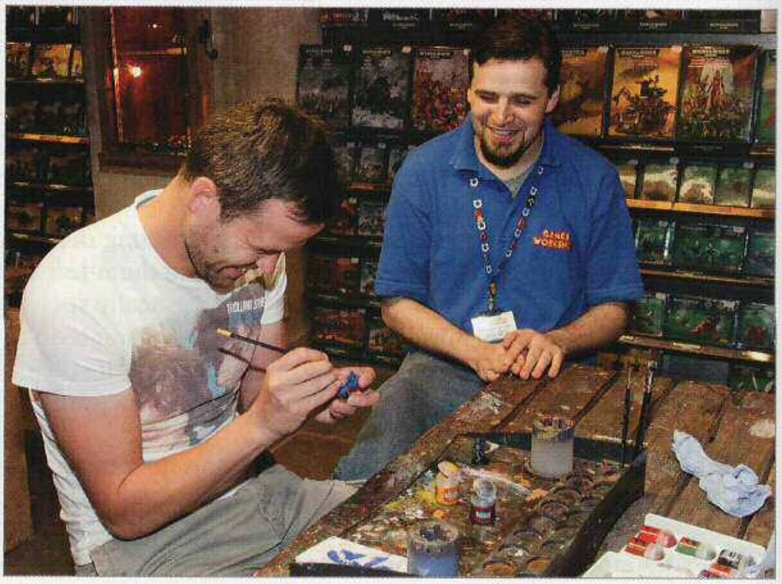

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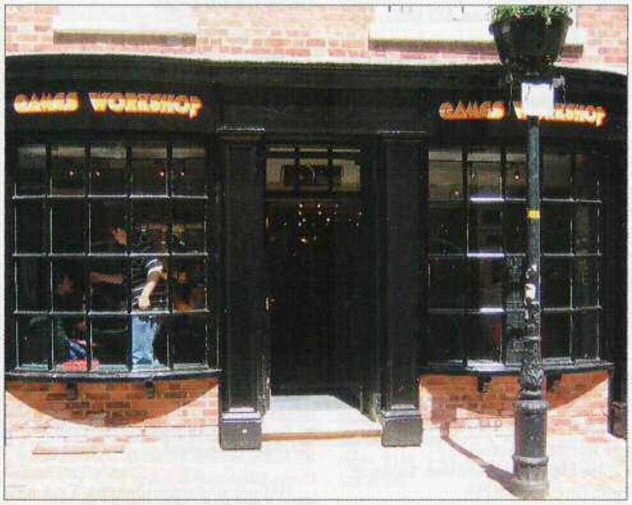

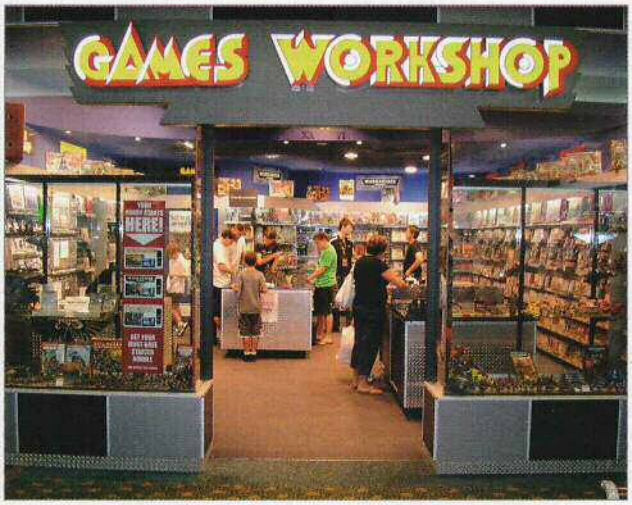

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Games Workshop Carmarthen
19 Bridge Street, Carmarthen, SA31 3JS.
Tel: 01267 231209. Facebook: GWCarmarthen

Games Workshop Chelmsford
Unit 4C, Phase 2, The Meadows Centre, Chelmsford, CM2 6FD. Tel: 01245 490048.
Facebook: GWChelmsford

Games Workshop Cheltenham
16 Pittville Street, Cheltenham, GL52 2LJ.
Tel: 01242 228419. Facebook: GWCheltenham

Games Workshop Chester
57 Watergate Street, CH1 2LB.
Tel: 01244 311 967. Facebook: GWChester

Games Workshop Chesterfield
21 Knifesmithgate, Chesterfield, S40 1RL.
Tel: 01246 271118. Facebook: GWChesterfield

Games Workshop Chiswick
6 Chiswick High Road, Chiswick, London, W4 1TH. Tel: 0208 9945978. Facebook: GamesWorkshopChiswick

Games Workshop Colchester
2 Short Wyre Street, Colchester, CO1 1LN.
Tel: 01206 767279. Facebook: GWColchester

Games Workshop Covent Garden
Unit 33 The Market, Covent Garden, WC2E 8BE. Tel: 0207 2405106. Facebook: GWCoventGarden

Games Workshop Coventry
Unit 39, Upper Level, Cathedral Lanes Shopping Ctr, Coventry, CV1 1LL. Tel: 02476 227311.
Facebook: GWCoventry

Games Workshop Crawley
11 Broadway, Crawley, RH10 1DX.
Tel: 01293 552072. Facebook: GWCrawley

Games Workshop Crewe
8 Market Street, Crewe, CW1 2EG.
Tel: 01270 216903. Facebook: GWCrewe

Games Workshop Cribbs Causeway
Unit 129, Upper Level, The Mall At Cribbs Causeway, Bristol, BS34 5UP.
Tel: 0117 9592520. Facebook: GWCribbsCauseway

Games Workshop Croydon
Unit 2, Norfolk House, Wellesley Road, CR0 1LH
Tel: 0208 680 4600. Facebook: GWCroydon

Games Workshop Cwmbran
30 The Parade, Cwmbran, Gwent, NP44 1PT.
Tel: 01633 874070. Facebook: GWCwmbran

Games Workshop Darlington
78 Skinnergate, Darlington, DL3 7LX.
Tel: 01325 382463. Facebook: GWDarlington

Games Workshop Derby
42 Sadler Gate, Derby, DE1 3NR.
Tel: 01332 371657. Facebook: GWDerby

Games Workshop Doncaster
26 High Street, Doncaster, DN1 1DW.
Tel: 01302 320535. Facebook: GWDoncaster

Games Workshop Dudley
Unit 36, Merry Hill Centre, Brierley Hill, Dudley,
DY5 1SP. Tel: 01384 481818. Facebook:
GWDudley

Games Workshop Dundee
110 Commercial Street, Dundee, DD1 2AJ.
Tel: 01382 202382. Facebook: GWDundee

Games Workshop Durham
64 North Road, Durham, DH1 4SQ.
Tel: 01913 741062. Facebook: GWDurham

Games Workshop Eastbourne
33 Cornfield Road, Eastbourne, BN21 4QG.
Tel: 01323 641423. Facebook: GWEastbourne

Games Workshop Edinburgh
136 High Street, Edinburgh, EH1 1QS.
Tel: 01312 206540. Facebook: GWEdinburgh

Games Workshop Enfield
65 Windmill Hill, Enfield, EN2 7AF.

Games Workshop Epsom
8 High Street, Epsom. KT19 8AD
Tel: 01372 751881. Facebook: GWEpsom

Games Workshop Exeter
31a Sidwell Street, Exeter, EX4 6NN.
Tel: 01392 490305. Facebook: GWExeter

Games Workshop Falkirk
12 Cow Wynd, Falkirk, FK1 1PL.
Tel: 01324 624553. Facebook: GWFalkirk

Games Workshop Glasgow
81 Union Street, Glasgow, G1 3TA.
Tel: 01412 211673. Facebook: GWGlasgow

Games Workshop Gloucester
35 Clarence Street, Gloucester, GL1 1EA.
Tel: 01452 505033. Facebook: GWGloucester

Games Workshop Grimsby
9 West St Mary's Gate, Grimsby, DN31 1LB.
Tel: 01472 347757. Facebook: GWGrimsby

Games Workshop Guildford
Unit 1, 9/12 Tunsgate, Guildford, GU1 3QT.
Tel: 01483 451793. Facebook: GWGuildford

Games Workshop Stoke
27 Stafford Street, Hanley. ST1 1JU.
Tel: 01782 205287. Facebook: GWStoke

Games Workshop Harrogate
53 Station Parade, Harrogate, HG1 1TT.
Tel: 01423 564310. Facebook: GWHarrogate

Games Workshop Hemel Hempstead
117 Marlowes, Hemel Hempstead, HP1 1BB.
Tel: 01442 249752.Facebook:
GWHemelHempstead

Games Workshop Hereford
40 Eign Gate, Hereford, HR4 0AB.
Tel: 01432 355 040. Facebook: GWHereford

Games Workshop High Wycombe
No 55 Eden Walk Gallery, Eden, High
Wycombe, HP11 2HT. Tel: 01494 531494.
Facebook: GWHighWycombe

Games Workshop Hull
30 Paragon Street, Hull. HU1 3ND.
Tel: 01482 589576. Facebook: GWHull

Games Workshop Ipswich
63 Westgate Street, Ipswich, IP1 3DZ.
Tel: 01473 210 031. Facebook: GWIpswich

Games Workshop Kendal
Units 4 & 5 Blackhall Yard, Kendal, LA9 4LU.
Tel: 01539 722211. Facebook: GWKendal

Games Workshop Kensington
Shop 7, Lancer Square, Kensington Church
Street, London, W8 4EH. Tel: 0207 9377011.
Facebook: GWKensington

Games Workshop Kettering
4 Lower Street, Kettering, NN16 8DH.
Tel: 01536 411114. Facebook: GWKettering

Games Workshop Kings Lynn
23 Norfolk Street, King's Lynn, Norfolk, PE30
1AN. Tel: 01553 777920. Facebook:
GWKingsLynn

Games Workshop Kingston
33 Fife Road, Kingston, KT1 1SF.
Tel: 0208 5495224. Facebook: GWKingston

Games Workshop Leamington Spa
32 Regent Street, Leamington Spa, CV32 5EG.
Tel: 01926 435771. Facebook:
GWLeamingtonSpa

Games Workshop Leeds
155 Briggate, Leeds, LS1 6LY.
Tel: 0113 2420834. Facebook: GWLeeds

Games Workshop Leicester
Unit 2, 16/20 Silver Street, Leicester. LE1 5ET.
Tel: 0116 2530510. Facebook: GWLeicester

Games Workshop Lincoln
Unit SUA, Waterside Centre, Lincoln, LN2 1DH.
Tel: 01522 548027. Facebook: GWLincoln

Games Workshop Liverpool
13b Central Shopping Centre, Ranelagh Street,
Liverpool, L1 1QE. Tel: 0151 7030963.
Facebook: GWLiverpool

Games Workshop Loughborough
22 Biggin Street, Loughborough, Leicestershire,
LE11 1UA. Tel: 01509 238107.
Facebook: GWLoughborough

Games Workshop Macclesfield
31 Church Street, Macclesfield, SK11 6LB.
Tel: 01625 619020. Facebook: GWMacclesfield

Games Workshop Maidenhead
1 Kingsway Chambers, King Street,
Maidenhead, SL6 1EE. Tel: 01628 631747.
Facebook: GWMaidenhead

Games Workshop Maidstone
7a Pudding Lane, Maidstone, ME14 1PA.
Tel: 01622 677435. Facebook: GWMaidstone

Games Workshop Manchester
Unit R35, Marsden Way South, Arndale Centre,
Manchester, M4 3AT. Tel: 0161 8346871.
Facebook: GWManchester

Games Workshop Meadowhall
Unit 91B, High Street, Upper Mall Meadowhall,
S9 1EN. Tel: 0114 2569836. Facebook:
GWMeadowhall

Games Workshop Metro Centre
2 The Arcade, Metro Centre, Gateshead, NE11
9YL. Tel: 0191 4610950. Facebook:
GWMetroCentre

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Unit 33, 39 Dundas Street, Middlesbrough,
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Facebook: GWMiddlesbrough

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Unit 2, 502 Silbury Boulevard, Milton Keynes,
MK9 2AD. Tel: 01908 690477. Facebook:
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117 Alexandra Park Road, Muswell Hill, London,
N10 2DP. Tel: 0208 8839901.
Facebook: GWMuswellHill

Games Workshop Newbury
114 Bartholomew Street, Newbury, RG14 5DT.
Tel: 0163 540348. Facebook: GWNewbury

Games Workshop Newcastle
Unit 6 Newgate Shopping Centre, Newcastle,
NE1 5PY. Tel: 0191 2322418. Facebook:
GWNewcastle

Games Workshop Newport
11 Griffin Street, Newport. NP20 1GL
Tel: 01633 256295. Facebook: GWNewport

Games Workshop Northampton
24 - 26 Abington Street, Northampton, NN1
4AA. Tel: 01604 636687. Facebook:
GWNorthampton

Games Workshop Norwich
12/14 Exchange Street, Norwich, NR2 1AT.
Tel: 01603 767656. Facebook: GWNorwich

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34A Friar Lane, Nottingham, NG1 6DQ.
Tel: 0115 9480651. Facebook: GWNottingham

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Tel: 02476 325754. Facebook: GWNuneaton

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1A Bush House, New Inn Hall Street, Oxford,
OX1 2DH. Tel: 01865 242182.
Facebook: GWOxford

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3 Wentworth Street, Peterborough, PE1 1DH.
Tel: 01733 890052. Facebook: GWPeterborough

Games Workshop Plaza
Unit F10, The Plaza on Oxford Street, 116/128
Oxford Street, London, W1D 1LT.
Tel: 0207 4360839. Facebook: GWLondonPlaza.

Games Workshop Plymouth
84 Cornwall Street, Plymouth, PL1 1LR.
Tel: 01752 254121. Facebook: GWPlymouth

Games Workshop Poole
Unit 12, Towngate Centre, High Street, Poole,
BH15 1ER. Tel: 01202 685634. Facebook:
GWPoole

Games Workshop Portsmouth
34 Arundel Street, Portsmouth, PO1 1NL.
Tel: 02392 876266. Facebook: GWPortsmouth

Games Workshop Preston
15 Miller Arcade, Preston, PR1 2QY.
Tel: 01772 821855.
Facebook: GamesWorkshopPreston

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195 Upper Richmond Road, Putney, SW15 6SG.
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Facebook: GWPutney

Games Workshop Reading
29 Oxford Road, Reading, RG1 7QA.
Tel: 0118 9598693. Facebook: GWReading

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Tel: 01708 742140. Facebook: GWRomford

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17 Old Town Hall, Rotherham, S60 1QX.
Tel: 01709 374520

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Tel: 01722 330955. Facebook: GWSalisbury

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Tel: 0114275. Tel: 0114. Facebook: GWSheffield

Games Workshop Shrewsbury
6 Market Street, Shrewsbury, SY1 1LE.
Tel: 01743 362007. Facebook: GWShrewsbury

Games Workshop Solihull
690 Warwick Road, Solihull, B91 3DX.
Tel: 0121 7057997. Facebook: GWSolihull

Games Workshop Southampton
23 East Street, Southampton, SO14 3HG.
Tel: 02380 331962. Facebook: GWSouthampton

Games Workshop Southend
12 Southchurch Road, Southend, SS1 2NE.
Tel: 01702 461251. Facebook: GWSouthend

Games Workshop Southport
Unit 2, The Edge, 7 Hoghton Street, Southport,
PR9 0TE. Tel: 01704 501255.
Facebook: GWSouthport

Games Workshop St Albans
18 Heritage Close, Off High Street, St Albans,
AL3 4EB. Tel: 01727 861193.
Facebook: GWStAlbans

Games Workshop Staines
8 Clarence Street, Staines, TW18 4SP.
Tel: 01784 460675. Facebook: GWStaines

Games Workshop Stevenage
5 Queensway, Stevenage, SG1 1DA.
Tel: 01438 355044. Facebook: GWStevenage

Games Workshop Stirling
45 Barnton Street, Stirling, FK8 1HF.
Tel: 01786 459009 Facebook: GWStirling

Games Workshop Stockport
32 Mersey Square, Stockport, SK1 1RA.
Tel: 0161 4741443. Facebook: GWStockport

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Facebook: GWStratford

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253B High Street West, Sunderland,
SR1 3DH.
Tel: 0191 5100434. Facebook: GWSunderland

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Unit 26, Times Square Shopping Centre, Sutton,
SM1 1LF. Tel: 0208 7709454.
Facebook: GamesWorkshopSutton

Games Workshop Sutton Coldfield
36 Birmingham Road, Sutton Coldfield, B72
1QQ. Tel: 0121 3543174. Facebook:
GWSuttonColdfield

Games Workshop Swansea
53 Kingsway, Swansea, SA1 5HF.
Tel: 01792 463969. Facebook: GWSwansea

Games Workshop Swindon
18 Brunel Plaza, Swindon, SN1 1LF.
Tel: 01793 436036. Facebook: GWSwindon

Games Workshop Thurrock
Unit 415B, Upper Level, Lakeside Shopping
Centre, Thurrock, RM20 2ZJ.
Tel: 01708 867133. Facebook: GWThurrock

Games Workshop Torquay
12 Market Street, Torquay. 3AQ, TQ1 3AQ.
Tel: 01803 201036. Facebook: GWTorquay

Games Workshop Truro
Unit 1 Bridge House, New Bridge Street, Truro,
TR1 2AA. Tel: 01872 320047. Facebook:
GWTruro

Games Workshop Tunbridge Wells
31 Grosvenor Road, Tunbridge Wells, Kent,
TN1 2AP. Tel: 01892 525783.
Facebook: GWTunbridgeWells

Games Workshop Uxbridge
Unit 32, Chequers Mall, The Pavilions Shopping
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Tel: 01895 252 800. Facebook: GWUxbridge

Games Workshop Wakefield
96 Kirkgate, The Ridings Centre, Wakefield,
WF1 1TB. Tel: 01924 369431.
Facebook: GWWakefield

Games Workshop Walsall
Unit 26, Old Square Shopping Centre, Walsall,
WS1 1QF. Tel: 01922 725207.
Facebook: GWWalsall

Games Workshop Warhammer World
Warhammer World, Willow Road, Lenton,
Notts, NG7 2WS. Tel: 0115 9168410.
Facebook: GWWarhammerWorld

Games Workshop Warrington
Unit 20, Time Square, Warrington, WA1 2AP.
Tel: 01925 651984. Facebook: GWWarrington

Games Workshop Watford
Unit Q, 1A Queen Street, Harlequin Centre,
Watford, WD17 2LH. Tel: 01923 245388.
Facebook: GWWatford

Games Workshop Wigan
12 Crompton Street, Wigan, WN1 1YP.
Tel: 01942 829121. Facebook: GWWigan

Games Workshop Winchester
35 Jewry Street, Winchester, SO23 8RY.
Tel: 01962 860199. Facebook: GWWinchester

Games Workshop Windsor
Unit3, 6 George V Place, Thames Avenue,
Windsor, SL4 1QP. Tel: 01753 861087.
Facebook: GWWindsor

Games Workshop Woking
Unit 3, Cleary Court, 169 Church Street East,
Woking, GU21 6HJ. Tel: 01483 771675.
Facebook: GWWoking

Games Workshop Wolverhampton
9 King Street, Wolverhampton, WV1 1ST.
Tel: 01902 310466.
Facebook: GWWolverhampton

Games Workshop Wood Green
Unit 93, The Mall Wood Green, High Street,
Wood Green, London, N22 6BA. Tel: 0208
8891079
Facebook: GWWoodGreen

Games Workshop Worcester
23 Lychgate Mall, Cathedral Plaza, Worcester,
WR1 2QS. Tel: 01905 616707. Facebook:
GWWorcester

Games Workshop Worthing
2 Bath Place, Worthing, BN11 3BA.
Tel: 01903 213930. Facebook: GWWorthing

Games Workshop York
13a Lendal, York, YO1 8AQ. Tel: 01904 628014.
Facebook: GamesWorkshopYork

AUSTRALIA

Games Workshop Tuggeranong
Unit 8, 306 Anketell Street Tuggeranong Square, Tuggeranong, ACT, 2900. Tel: (02) 6293 9668. Facebook: GWTuggeranong

Games Workshop Woden
Shop Lg68c Westfield Shoppingtown, Keltie Street, Woden, ACT, 2606. Tel: (02) 6232 5231. Facebook: GWWoden

Games Workshop Bondi
91 Bronte Road, Bondi Junction, NSW, 2022. Tel: (02) 9387 3347. Facebook: GWBondi

Games Workshop Camberwell
752 Burke Road, Camberwell, VIC, 3124. Tel: (03) 9813 3302. Facebook: GWCamberwell

Games Workshop Castle Mall
Shop 226 Castle Mall, 4-16 Terminus Street, Castle Hill, NSW, 2154. Tel: (02) 9894 8284. Facebook: GWCastleHill

Games Workshop Chatswood
Shop 2, 282 Victoria Avenue, Chatswood, NSW, 2067. Tel: (02) 9415 3968. Facebook: GWChatswood

Games Workshop Hurstville
4 Cross Street, Hurstville, NSW, 2220. Tel: (02) 9585 8908. Facebook: GamesWorkshopHurstville

Games Workshop Liverpool
Shop 3, 170 George Street, Liverpool, NSW, 2170. Tel: (02) 9734 9030. Facebook: GWLiverpoolNSW

Games Workshop Miranda
Shop 1, 589-591 The Kingsway, Miranda, NSW, 2228. Tel: (02) 9526 1966. Facebook: GWMiranda

Games Workshop Newcastle
197 Hunter Street, Newcastle, NSW, 2300. Tel: (02) 4926 2311. Facebook: GWNewcastleNSW

Games Workshop Parramatta
Shop 24 (Cnr Horwood Pl & Macquarie St), 222 Church Street, Parramatta, NSW, 2150. Tel: (02) 9689 1638. Facebook: GWParramatta

Games Workshop Sydney City
222 Clarence Street, Sydney, NSW, 2000. Tel: (02) 9267 6020. Facebook: GamesWorkshopSydney

Games Workshop Wollongong
Shop 2 (Globe Lane), 201 Crown Street, Wollongong, NSW, 2500. Tel: (02) 4225 8064. Facebook: GWWollongong

Games Workshop Ascot Vale
99 Union Rd, Ascot Vale, VIC, 3032. Tel: (03) 9370 9882. Facebook: GWAscotVale

Games Workshop Camberwell
752 Burke Road, Camberwell, VIC, 3124. Tel: (03) 9813 3302. Facebook: GWCamberwell

Games Workshop Chadstone
Shop B78 Chadstone Shopping Centre, 1341 Dandenong Road, Chadstone, VIC 3148. Tel: (03) 9569 5728. Facebook:GWChadstone

Games Workshop Melbourne
Shop E9 Southern Cross Lane, Little Collins Street, Melbourne, VIC, 3000. Tel: (03) 9654 7086. Facebook: GWMelbourne

Games Workshop Northland
Shop K030b Northland, Shopping Ctr, 2-50 Murray Road, Northland, VIC, 3072. Tel: (03) 9471 2506. Facebook: GWNorthland

Games Workshop Ringwood
Shop 14, 86 Maroondah Hwy, Ringwood, VIC, 3134. Tel: (03) 9870 2239. Facebook: GWRingwood

Games Workshop Southland
Shop 1133 Westfield Shoppingtown, 1239 Nepean Hwy, Southland, VIC, 3192. Tel: (03) 9583 9822. Facebook: GWSouthland

Games Workshop Joondalup
80 Grand Boulevard, Joondalup, WA, 6027. Tel: (08) 9300 9773. Facebook: GWJoondalup

Games Workshop Morley
Shop 2.138 Centro Galleria, Old Collier Road, Morley, WA, 6062. Tel: (08) 9375 6294. Facebook: GamesWorkshopMorley

Games Workshop Perth
Shop M18a Carillon City, 207 Murray St, Perth, WA, 6000.Tel: (08) 9322 3895. Facebook: GWPerth

Games Workshop Fremantle
17 Point Street, Fremantle, WA, 6160. Tel: (08) 9336 7392. Facebook: GWFremantle

Games Workshop Brisbane
Shop 9&10 Ground Floor, Queen Adelaide Building, 90-112 Queen Street Mall, Brisbane, QLD, 4000. Tel: (07) 3831 3566. Facebook: GWBrisbane

Games Workshop Broadbeach
Unit 3, 2717 Gold Coast Highway, Broadbeach, QLD, 4218. Tel: (07) 5538 9992. Facebook: GWBroadbeach

Games Workshop Cairns
Shop 5 Oceana Walk, 55 Lake Street, Cairns, QLD, 4870. Tel: (07) 4041 2359. Facebook: GamesWorkshopCairns

Games Workshop Chermside
Shop 230 Westfield Shoppingtown, Cnr Gympie & Hamilton Roads, Chermside, QLD, 4032. Tel: (07) 3350 5896. Facebook: GWChermside

Games Workshop Mt. Gravatt
Office 9 Palmdale Shopping Centre, 2120 Logan Road, Mt. Gravatt, QLD, 4122. Tel: (07) 3343 1864. Facebook: GWMtGravatt

Games Workshop Sunshine Plaza
Shop 255b, Sunshine Plaza, Horton Parade, Sunshine Coast, QLD, 4558. Tel: (07) 5479 4395. Facebook: GWSunshineCoast

Games Workshop Adelaide
Shop 25 Citi Centre Arcade, 145 Rundle Mall, Adelaide, SA, 5000. Tel: (08) 8232 7611. Facebook: GWAdelaide

Games Workshop Marion
Shop 2048 Westfield Shoppingtown, 297 Diagonal Road, Marion, SA, 5046. Tel: (08) 8298 2811. Facebook: GWMarion

Games Workshop Tea Tree Plaza
Shop 2 Westfield Shoppingtown, 976 North East Road, Tea Tree, SA, 5092. Tel: (08) 8265 4680. Facebook: GWTeaTreePlaza

Games Workshop Warradale
241 Diagonal Road, Warradale, SA, 5046. Tel: (08) 8298. Facebook: GWWarradale

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LaStafa-Europacenter Mariahilfstraße 120, Wien, 1060, +43. Tel: (1) 5223178. Facebook: GWWien1

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Gasometer-City, Turm A; A30, Guglgasse 8, Wien, 1110, +43. Tel: (1) 7431038. Facebook: GWWien2

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Vleminckstraat 10, Antwerpen, 2000 Tel: 034 858627. Facebook: GWAntwerpen

Games Workshop Bruxelles
10 Rue du Lombard, B1000, Bruxelles. Tel: 00 322 223 06 61. Facebook: GWBruxelles

Games Workshop Gent
St. Niklaasstraat 17a/19, Gent, 9000. Tel: 092 239120. Facebook: GamesWorkshopGent

Games Workshop Liege
23E Rue de la RÇgence, B4000, Liege. Tel: 00 324 223 32 93. Facebook: GWliege

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Games Workshop Bayshore Shopping Centre
100 Bayshore Drive, Unit T-59, Nepean, ON, K2B 8C1. Tel: (613) 721-9604. Facebook: GWBayshore

Games Workshop Chinook Centre
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Games Workshop Durham Centre 1
135 Harwood Avenue N, Unit B204, Ajax, ON, L1Z 1E9. Tel: (289) 372-3042. Facebook: GWDurhamCentre

Games Workshop Halifax Shopping Centre
6950 Mumford Road, Unit 304, Halifax, NS, B3L 4W1. Tel: (902) 442-0297. Facebook: GWHalifax

Games Workshop Highgate Village
7155 Kingsway, Suite 201, Burnaby, BC, V5E 2V1. Tel: (604) 629-1064. Facebook: GWHighgateVillage

Games Workshop Kingsway Garden Mall
109 Princess Elizabeth Avenue, Unit 738, Edmonton, AB, T5G 3A6. Tel:(780) 474-7166. Facebook: GWKingsway

Games Workshop Langstaff Square
8401 Weston Rd, Suite I, Vaughan, ON, L4L 1A6. Tel: (905) 850-0935. Facebook: GWLangstaffSquare

Games Workshop Montreal-EC
705 Ste-Catherine Ouest, Unit 4121, Montreal, QC, H3B 4G5. Tel: (514) 844-3622. Facebook: GWMontrealEC

Games Workshop Square One
100 City Centre Drive, Unit 1-854, Mississauga, ON, L5B 2C9. Tel: (905) 281-8695. Facebook: GWSquareOne

Games Workshop Victoria
625 Johnson Street, Victoria, BC, V8W 1M5. Tel: (250) 361-1499. Facebook: GWVictoria

Games Workshop West Edmonton
8882 170th Street, Unit 1782, Edmonton, AB, T5T 4J2, Tel: (780) 486-3332. Facebook: GWWestEdmonton

Games Workshop White Oaks Mall
1105 Wellington Road, Unit 411, London, ON, N6E 1V4. Tel: (519) 668-3713, Facebook: GWWhiteOaksMall

Games Workshop Winnipeg
200 Meadowood Drive, Unit 14, Winnipeg, MB, R2M 5G3, Tel: (204) 254-4864. Facebook: GWWinnipeg

Games Workshop Yonge and Lawrence
3251 Yonge Street, Toronto, ON, M4N 2L5, Tel: (647) 428-7122. Facebook: GWYongeAndLawrence

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Simonkatu 9, 00100, Helsinki. Tel: 09 7515 4525. Facebook: GWHelsinki

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Games Workshop Aix en Provence
33 Rue de la Couronne, 13100, Aix en Provence. Tel: 04 42 26 83 66. Facebook: GWAix

Games Workshop Amiens
8 place de l'hotel de ville, 80000, Amiens. Tel: 03 22 91 01 95. Facebook: GWAmiens

Games Workshop Avignon
6 rue portail MathÇron, 84000, Avignon. Tel: 04 90 84 00 07. Facebook: GWAvignon

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11 Rue Georges Bonnac, 33000, Bordeaux. Tel: 05 56 44 50 56. Facebook: GWBordeaux

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48 Rue Berbisey, 21000, Dijon. Tel: 03 80 49 87 66. Facebook: GWDijon

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54 cours Berriat, 38000, Grenoble. Tel: 04 76 86 40 30. Facebook: GWGrenoble

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Games Workshop Lille
78 rue nationale, 59800, Lille. Tel: 03 20 31 69 89. Facebook: GWLille

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148 Rue de Rome, 13006, Marseille. Tel: 04 91 57 01 45. Facebook: GWMarseille

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5 Rue des tanneurs, 68100, Mulhouse. Tel: 03 89 66 26 21. Facebook: GWMulhouse

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9 Rue du Moulin, 44000, Nantes. Tel: 02 40 89 10 45. Facebook: GWNantes

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13 Rue LÇpante, 6000, Nice. Tel: 04 93 92 52 22. Facebook: GWNice

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12 rue des Carmes, 45000, OrlÇans. Tel: 02 38 62 80 12. Facebook: GWOrleans

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10 Rue Hautefeuille, 75006, PARIS 06. Tel: 01 46 33 20 01. Facebook: GWParis06

Games Workshop Paris 08
7 Rue IntÇrieure, 75008, PARIS 08. Tel: 01 44 70 00 60. Facebook: GWParis08

Games Workshop Paris 12
38 Avenue Daumesnil, 75012, PARIS 12. Tel: 01 53 44 71 82. Facebook: GWParis12

Games Workshop Paris 14
13 Rue Poirier de Naráay, 75014, PARIS 14. Tel: 01 45 45 72 03. Facebook: GWParis14

Games Workshop Paris 15
161 rue Lecourbe, 75015, PARIS 15. Tel: 01 48 56 23 98. Facebook: GWParis15

Games Workshop Pau
6 rue Bordenave d'Abâre, 64000, Pau. Tel: 05 59 05 22 85. Facebook: GWPau

Games Workshop Perpignan
8 quai sadi carnot, 66000, Perpignan. Tel: 04 68 34 23 43. Facebook: GWPerpignan

Games Workshop Reims
10 avenue Jean Jaures, 51100, Reims. Tel: 03 26 35 57 67. Facebook: GWReims

Games Workshop Rennes
3 Rue du Vau St Germain, 35000, Rennes. Tel: 02 99 79 11 80. Facebook: GWRennes

Games Workshop Rouen
23/25 Rue Alsace Lorraine, 76000, Rouen.
Tel: 02 35 70 12 08. Facebook: GWRouen

Games Workshop Strasbourg
5 Rue des FrÇres, 67000, Strasbourg.
Tel: 03 88 32 08 06. Facebook: GWStrasbourg

Games Workshop Toulouse
13 Rue TemponiÇres, 31000, Toulouse.
Tel: 05 61 22 52 57. Facebook: GWToulouse

Games Workshop Tours
19 Rue NÇricault Destouches, 37000, Tours.
Tel: 02 47 61 37 65. Facebook:
GamesWorkshopTours

Games Workshop Versailles
10 Avenue du Gal de Gaulle, 78000, Versailles.
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Schaezlerstraße 2, Augsburg, 86150.
Tel: (0821) 5439507. Facebook: GWAugsburg

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Europacenter, Laden 30, Berlin, 10789.
Tel: (030) 88683691. Facebook: GWBerlin1

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Breite Str. 42, Berlin (Spandau), 13597.
Tel: (030) 53674909. Facebook: GWSpandau

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Obernstrasse 43, Bielefeld, 33602.
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Games Workshop Braunschweig
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GWBraunschweig

Games Workshop Bremen
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64283. Tel: (06151) 158845. Facebook:
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Tel: (0211) 5402350. Facebook: GWDrakenburg

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Games Workshop Halle
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20354. Tel:(040)35713164.
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18989247. Facebook: GWHamburg2

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Games Workshop Leipzig
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5-52-15, Tokyo. Tel: 03 5380 4636. Facebook:
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Shop S208 Westfield Shoppingtown, St Luke's
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GWBadalona

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Deu i Mata, 96 (esquina Prat d_en Rull),
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GWDeuiMata

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Centro Comercial Tres Aguas, Av. de América
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07003. Tel: 971 75 84 79

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Games Workshop Blue Ridge Crossing
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Tel: (816) 313-6492.
Facebook: GWBlueRidgeCrossing

Games Workshop Blue Diamond Crossing
4270 Blue Diamond Rd, Suite #104, Las Vegas,
NV, 89139. Tel: 702-432-3008.
Facebook: GWBlueDiamond

Games Workshop Bowie Bunker
6820 Race Track Rd, Bowie, MD, 20715 Tel:
(301) 464-4651. Facebook: GWBowie

Games Workshop Buena Vista
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Tel: (626) 303-1199. Facebook: GWBuenaVista

Games Workshop Capella Centre II
8653 Sancus Blvd, Columbus, OH, 43240.
Tel: (614) 846-2270. Facebook:
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Games Workshop Central Avenue
919 S. Central Avenue, Unit A, Glendale, CA,
91204. Tel: (818) 241-0068.
Facebook: GWCentralAvenue

Games Workshop Chesterfield Crossing
1639 Clarkson Rd., Chesterfield, MO, 63017 Tel:
(636) 536-6937. Facebook:
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Games Workshop Chicago Bunker
1524-A Butterfield Road, Downers Grove, IL,
60515. Tel: (630) 426-0120.
Facebook: GWChicagoBunker

Games Workshop City Walk
227 Sandy Springs Place, Suite #108, Sandy
Springs, GA, 30328. Tel: (404) 256-6439.
Facebook: GWCityWalk

Games Workshop Coles Crossing
24120 Northwest Fwy, Cypress, TX, 77429.
Tel: (281) 256-9266. Facebook:
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21045. Tel: (410) 772-3988.
Facebook: GWColumbiaPalace

Games Workshop Cool Springs Village
1945 Mallory Lane, Suite #155, Franklin, TN,
37067. Tel: 615 778-3280
Facebook: GWCoolSprings

Games Workshop Copperwood Village
6807 Highway 6 North, Houston, TX, 77084.
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Games Workshop Denton Town Crossing
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Facebook: GWDentonTownCrossing

Games Workshop Eastport Plaza
4104 SE 82nd Ave, Suite 350, Portland, OR,
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Games Workshop Empire Shopping Center
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Tel: (925) 706-7310.
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Games Workshop Entrada De Oro
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Games Workshop Fair Oaks Mall
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Games Workshop Farmington Center
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Games Workshop Forest Park
4711 Forest Dr, Suite #20, Suite #20,
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Games Workshop Forest Plaza
6219 E. State Street, #B-08, Rockford, IL,
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Facebook: GWHydeParkPlaza

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Games Workshop Market at Town Center
2583 N Town Center Blvd, Sugar Land, TX,
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Facebook: GWSugarland

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IN HOBBY CENTRES THIS MONTH

Head on down to your local Hobby Centre this month to celebrate the latest expansion of the Tau Empire. With more technology upgrades, and bigger guns then ever before, the Tau will make a great addition to your collection.

With plenty of fantastic new miniatures and a brand new full colour Codex to lap up, there is no better way to spend your hobby time this month then with your community in-store, building, gaming, painting and thoroughly testing the Tau Empire — whether it be in opposition or support of their cause!

Go to your local Hobby Centre where the staff will help you explore this alien race. The Tau Empire has been bolstered this month so choosing which of the miniatures you want in your collection can be a tough decision that the staff can really help you out with.

However, we do concede that in some cases the Tau are far too much of a threat for some of you out there; you need to know their weaknesses and learn to destroy them. This is where the expert knowledge of your local Hobby Centre staff will come into play, as they will help you wreak havoc on your opponents.

With events in your local Hobby Centre running throughout the entire month covering all areas of your hobby, make sure that you get involved. Following your stores page on Facebook will keep you up to date with all their events and activities.

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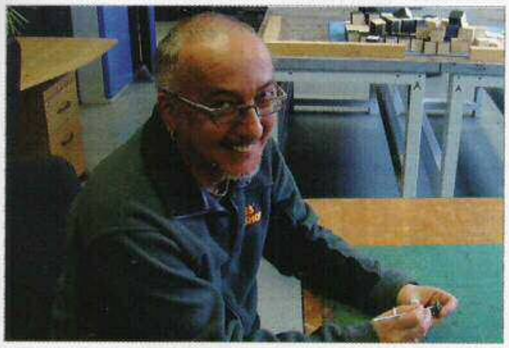

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Sunday 14th July 2013

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Next Month's Ticket Releases 1st May 2013

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Event Date:
Sun 04/08/13

College of Artisans
Event Date:
Mon 05/08/13 – Fri 09/08/13

Young Bloods Throne of Skulls 2013
Event Date:
Sat 10/08/13

Realm of Battle Masterclass
Event Date:
Sun 11/08/13

College of Artisans
Event Date:
Mon 12/08/13 – Fri 16/08/13

Forge World Masterclass
Event Date:
Sat 17/08/13

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47 Darwen Street, BB2 2BL.
Tel: 01254 681401

Blackpool, I Collectables
68-70 Bond Street, FY4 1BW.
Tel: 01253 403839

Bolton, M.J Racing
21 Daisy Hall Drive, BL5 2SA.
Tel: 01942 386790

Bolton, The Portcullis Wargames Emporium
8 White Lion Brow, BL1 4AD.
Tel: 01204 772522

Burnley, Compendium
First Choice, Unit 2, Cavour Street,
BB12 0BQ.
Tel: 01282 457060

Burnley, Games Arena Ltd
9 St James Street, BB11 1QL.
Tel: 01282 416 161

Clitheroe, Cowgills of Clitheroe Ltd
4 - 6 Market Place, BB7 2DA.
Tel: 01200 423587

Colne, West End Model Centre
113 Albert Road, BB8 0BT.
Tel: 01282 867711

Fleetwood, The Model Exchange
1 Wood Street, FY7 7PX.
Tel: 01253 874247

Lancaster, Gotham City Gaming
18 Sir Simons Arcade, LA1 1JL.
Tel: 07989 025264

Leigh, Storktown Limited
3-5 Silk Street, WN7 1AW.
Tel: 01942 671116

Ramsbottom, Clark Crafts
Empire Works Railway Station, BL0 9AL.
Tel: 01706 826479

Wigan, Omega Games
1-3 Jaxon Court, WN1 1LR.
Tel: 07582 147509

Preston, Worthy Wargaming Limited
58 Lancaster Road, PR1 1DD.

LEICESTERSHIRE

Ashby-De-La-Zouch, Shellbrook Toys
1a Market Street, LE65 1AF.
Tel: 01530 412185

Ashby-De-La-Zouch, Steve's Models
Bullens Court Yard, Mill Lane Mews,
LE65 1HP.
Tel: 01530 416 827

Kirby Muxloe, Cherry Tree Gift Shop
5 Cherry Tree Court, Maytree Drive, LE9 2LQ.
Tel: 01162 387461

Leicester, Table Top Tyrant
66b Bedford Street South, LE1 3JR.
Tel: 0116 2533954

Lutterworth, Ace Connections Ltd
23 Market Street, LE17 4EJ.
Tel: 01455 558335

Market Harborough, Quinns
3 Crowns Yard, High Street, LE16 7AF.
Tel: 01858 432313

LINCOLNSHIRE

Bourne, Paint A Pot Place
31 West Street, PE10 9NB.
Tel: 01778 420409

Grantham, A1 Hobbies Ltd
NG31 9SE.Tel: 01476 579393

Grantham, W Boyes & Co. Ltd Grantham
12 High Street, NG31 6PN.
Tel: 01723 582 181

Grimsby, Ramsdens ltd
451 Cleethorpe Road, DN31 3BZ.
Tel: 01472 315215

Holbeach, The Social Gaming Centre
46 High Street, PE12 7ED.
Tel: 0140 6426 089

Scunthorpe, R A Models
182 Ashby High Street, Ashby, DN16 2JR.

Skegness, Warlords of the Coast
171 Roman Bank, PE25 1RY.
Tel: 01754 763886

Skegness, The Model Shop
15a High Street, PE25 3NY.
Tel: 01754 763429

Spalding, Masons Models
20 New Road, PE11 1DQ.
Tel: 01775 722456

Spalding, Gamelink
46 Holdbranch Road, PE11 2HQ.
Tel: 01775 72252

LONDON

Piccadilly Circus, Tokto Toys
London Trocadero Shopping Centre,
7-13 Coventry Street, W1D 7DH.
Tel: 0203 3708916

Surbiton, Heroes and Legends Gamers Ltd
289 Ewell Road, KT6 7AB.
Tel: 0203 2580054

Barnett, Toys Toys Toys
134 High Street, EN5 5XQ.
Tel: 0208 4490966

Beckenham, Beckenham Toys
226 High Street, BR3 1EN.
Tel: 0208 6505355

Dulwich, The Art Stationers
31 Dulwich Village, SE21 7BN.
Tel: 0208 6935938

Ealing, Northfields Modelshop
217 Northfield Avenue, W13 9QU.
Tel: 0208 8408822

East Dulwich, Just Williams
106 Grove Vale, SE22 8DR.
Tel: 07909 994331

East Sheen, Pandemonium
125 Sheen Lane, SW14 8AE.
Tel: 0208 8780866

Enfield, Pearsons (Enfield) Ltd
SamesField Road, EN2 6LJ.
Tel: 0208 3734200

Edmonton, Too Good To Be True
27 North Mall, Edmonton Green Shopping
Centre, N9 0EQ.
Tel: 0208 807 2721

Finchley, Leisure Games
100 Ballards Lane, N3 2DN.
Tel: 0208 346 2327

Fulham, Patricks Toys
107-111 Lillie Road, SW6 7SX.
Tel: 0207 3859864

Harrow, Toy Galaxy
178-180 Station Road, HA1 2RH.
Tel: 0208 4240300

Kingston, The Print Gallery
22 Pembridge Road, W11 3HL.
Tel: 0207 2218885

London, Dark Sphere
57 York Road, SE1 7NJ.
Tel: 0207 9287220

London, The Toybox
223 Victoria Park Road, E9 7HD.
Tel: 0208 5332879

London, Happy Returns Ltd
36 Rosslyn Hill, NW3 1NH.
Tel: 0207 4352431

Pinner, Eds Party Pieces Ltd
17 Love Lane, HA5 3EE.
Tel: 0208 8660328

Ruislip, John Sanders Store No 385
77-79 High Street, HA4 8JB.
Tel: 01895 634848

South Woodford, South Woodford Library
116 High Road, E18 2QS.
Tel: 0208 7089067

West Drayton, The Aviation Hobby Shop
4 Horton Parade, Horton Road, UB7 8EA.
Tel: 01895 442123

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Manchester, Golem Painting Studio
Unit 20, 3rd Floor, Mone, 8 Lower Ormond
Street, M1 5QF.
Tel: 07894 315911

Manchester, Fanboy Three Ltd
17 Newton Street, M1 1FZ.
Tel: 01422 378532

MERSEYSIDE

Brimstage, Wargame Store
Brimstage Hall Courtyard, CH63 6JA.
Tel: 0151 3421233

Liverpool, Derbyshires
22 - 24 Chapel Lane, Formby, L37 4DU.
Tel: 01704 878 934

Liverpool, The Scythe and Tea Cup Gamer Cafe
61a Kempston Street, GU9 7PB.
Tel: 01512 981665

St Helens, War and Hobby
22 Cooper Street, WA10 2BQ.

St Helens, Scot Rock Hobbies
Unit 7 Junction Lane, Sutton, WA9 3JN.
Tel: 07512 098742

NORFOLK

Dereham, Starlings Toymaster
10 Wrights Walk, NR19 1TR.
Tel: 01362 697769

Great Yarmouth, Platform 1 Model Shop
73 Victoria Arcade, NR30 2NU.
Tel: 01493 843258

Holt, Starlings-Toymaster
12 High Street, NR25 6BN.
Tel: 01263 713101

Huntstanton, The Pavillion Toymaster
17 The Green, PE36 5AH.
Tel: 01485 533108

Norwich, Langleys
Wendover Road, Rackheath Ind Est,
NR13 6LH. Tel: 01603 621959

Norwich, Kerrisons
353 Aylesham Road, NR3 2RX.
Tel: 01603 494008

Sheringham, Starlings Toymaster
31-33 High Street, NR26 8DS.
Tel: 01263 822368

NORTHAMPTONSHIRE

Burton Latimer, Cockpitsonic UK Ltd
90e High Street, Burton Latimer, NN15 5LA.
Tel: 01536 725905

Northampton, Wargames Workshop
3a Abington Square, NN1 4AE.
Tel: 07931 775263

Rushden, Osborne Sports & Toys
118 High Street, NN10 0PE.
Tel: 01933 312415

Wellingborough, Software Seller
12 Silver Street, NN8 1BQ.
Tel: 01933 440861

NOTTINGHAMSHIRE

Arnold, W Boyes & Co Ltd
61-63 Front Street, NG5 7EB.
Tel: 01159 260106

Beeston, Chimera Leisure
105 High Road, NG9 2LH.
Tel: 0115 9 229880

Mansfield, The Games Emporium
Handley Arcade, NG18 1NQ.
Tel: 01623 640022

Mansfield, Eye of the Storm
Matlock Mill, Hamilton Way, NG18 5BU.

Newark, Access Models
43-45 Castle Gate, NG24 1BE.
Tel: 01636 673116

Newthorpe, Caliver Books
100 Baker Road, NG16 2DP.
Tel: 0115 9382111

Retford, Bookworm
1 Spa Lane, DN22 6EA.
Tel: 01777 869224

West Bridgford, Inspirations
18 Central Avenue, NG2 5GR.
Tel: 0115 9821200

OXFORDSHIRE

Banbury, Trinder Bros Ltd
2-4 Broad Street, OX16 5BN.
Tel: 01295 262546

Bicester, Bicester Toys and Nursery
66 - 68 Sheep Street, OX26 6JW.
Tel: 01869 323946

Carterton, Giles Sports, Toys & Cycles
1 Alvescot Road, OX18 3JL.
Tel: 01993 842396

Chipping Norton, Harpers (Home and Garden) Ltd
29 - 30 High Street, OX7 5AD.
Tel: 01608 642 832

Oxford, Boswells Toymaster
1-4 Broad Street, OX1 3AG.
Tel: 01865 241244

Witney, Dentons
1 High Street, OX28 6HW.
Tel: 01993 704979

SHROPSHIRE

Donnington, Sanda Games
4 Albert Place, TF2 8AF.
Tel: 01952 676722

Newport, Choicebuster
71 High Street, TF10 7AU.
Tel: 01952 814354

Oswestry, Marcher Toys and Hobbies
7-9 Leg Street, SY11 2NL.
Tel: 01691 654535

Wellington, Questing Knight Games
6 Old Bakery Row, The Parade, TF1 1PS.
Tel: 01952 417747

SOMERSET

Bridgwater, Insane Games
7 East Quay, TA6 5AZ.
Tel: 01278 433554

Bristol, Cut and Thrust Gaming
61 Old Market Street, BS2 0EJ.
Tel: 0117 3020021

Bristol, Area 51
230 Gloucester Road, BS7 8BA.
Tel: 0117 9244655

Burnham On Sea, G.W. Hurley
27-29 High Street, TA8 1PA.
Tel: 01278 789281

Clevedon, Insane Games
15 Old Street, BS21 6ND.
Tel: 01275 871612

Frome, Frome Model Centre
2 Catherine Street, BA11 1DA.
Tel: 01373 465295

Midsomer Norton, Signals
Unit 8, Holly Court, High Street, BA3 2DB.
Tel: 01761 402484

Portishead, Careys Home and Garden
17 High Street, BS20 6AE.
Tel: 01275 398930

Somerton, Somerton Hobbies
Unit 4, Half Moon Park, TA11 6QQ.
Tel: 01458 273755

Street, Insane Games
Unit 9 Crispin Centre, BA16 0HP.
Tel: 01458 441443

Taunton, Hatcher & Sons Ltd.
Unit 3a, The Monarch Centre, Off Venture
Way, Priorswood, TA2 8RX.
Tel: 01934 622141

Taunton, Krackers
5 Bath Place, TA1 4ER.
Tel: 01823 335057

Wells, Insane Games
2 St. Cuthbert Street, BA5 2AW.
Tel: 01749 679911

Weston-Super-Mare, M.T Games Limited
21-23 Meadow Street, BS23 1QQ.
Tel: 01934 429959

Yeovil, Atomic Comics & Games
Unit 1, Glovers Walk, BA20 1LH.
Tel: 01935 432 639

Yeovil, Witch Engine
7 South Western Terrace, BA20 1NB.
Tel: 01935 427077

STAFFORDSHIRE

Burton On Trent, Midco Toys (Toy Planet)
169 High Street, DE14 1JE.
Tel: 01332 347734

Fenton, Guys That Game
301-303 City Road, ST4 2QA.
Tel: 02081338048

Leek, Old Skool
Unit 10, Smithfield Centre, ST13 5JW.
Tel: 01538 383 161 (07536106627)

Lichfield, Digital Dragons
15 Lombard Street, WS13 6DT.
Tel: 07941 637793

Lichfield, Titan Games Ltd
5 Bore Street, WS13 6LJ.

Longton, A N Miniature Models
21 Commerce Street, Longton, ST3 1NW.
Tel: 01782 321 790

Newcastle Under Lyme, Chips Newcastle Under Lyme
3 York Place, ST5 2AH.
Tel: 01782 660 343

Newcastle Under Lyme, Jollies Arts
6-8 Liverpool Road, Newcastle Under Lyme,
ST5 2AT.
Tel: 01782 616 700

Rugley, A.E Wargaming
Unit 16 A/B, 14-16 Brewery Street,
WS15 2DY.

Stafford, Midlands Co-Op Society Ltd.
Gaol Gate Street, ST16 2BP.
Tel: 01785 223 431

Stafford, Stafford Games
Unit L, Tolgate Drive, ST16 2HS.
Tel: 01785 255577

Stafford, Too Fat Goblins
Unit 3, The Colonade, East Gate Street,
ST16 2NQ.
Tel: 01785 244499

Stoke on Trent, Big Boyz Toyz
Station Road, Barlaston, ST12 9DH.
Tel: 01782 372 014

Stoke On Trent, Staffs Gaming
2 Barfond Street, The Stroud, ST3 2NN.

Tel: 07805308213

SUFFOLK

Beccles, Toy Box
32 New Market, NR34 9HE.
Tel: 01502 712785

Bury St Edmunds, Starlings Toymaster
62 Cornhill, IP33 1BE.
Tel: 01284 761646

Felixstowe, Wizards Workshop
14 Undercliff Road West, IP11 2AW.
Tel: 01394 277233

Haverhill, Two Cats Craft
Unit 6, Wisdom Facilities Centre, 42 Hollands
Road, CB9 8SA.
Tel: 01440 706041

Lowestoft, Annatar
152 London Road North, NR32 1HB.
Tel: 01502 513477

Newmarket, Moons Toyland
85 High Street, CB8 8UG.
Tel: 01638 663147

Stowmarket, D.J. Collectables
37 Ipswich Street, IP14 1AH.
Tel: 01449 771015

Sudbury, Tinetty's Toys
23 Gaol Lane, CO10 1JL.
Tel: 01787 372 238

Woodbridge, Toytown
8 Church Street, IP12 1DH.

Tel: 01394 383170

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Camberley, HobbyToyShop
32 Obelisk Way, GU15 3SG.
Tel: 01276 682473

Cobham, Funtasia
3 Oakdene Parade, KT11 2LR.
Tel: 01932 867374

Cranleigh, Enchanted Wood.
Unit 8, Building 19 Dunsfold Park, GU6 8TB.
Tel: 01252 722222

Croydon, Gordons Toy and Stationary
255a Lower Addiscombe Road, CR0 6RD.
Tel: 0208 6543389

Croydon, Heroes and Legends Gamers Ltd
25 - 27 St Georges Walk, CR0 1YH.
Tel: 0208 686 6086

Egham, Venus News
68A High Street, TW20 9EY.
Tel: 01784 433 944

Farnham, Games Pod Computer Games
10 Downing Street, GU9 7PB.
Tel: 01252 727563

Godalming, The Classical Game Shop
10 Church Street, GU7 1EH.

Tel: 01483 416786 Oxted, J.H. Lorimer Ltd. (Oxted)
129-131 Station Road East, RH8 0QA.
Tel: 01883 715305

Redhill, Gamers Guild Ltd
12 Linkfield Corner, RH1 1BB.
Tel: 01737 789123

Sutton, The Games Shop
51 Stonecot Hill, SM3 9HJ.
Tel: 02086 446660

SUSSEX

Brighton, Onslaught Games
1 Hove Park Villas, OX10 0EW.
Tel: 07927 963841

Brighton, Brighton Toy and Model Museum
52-55 Trafalgar Street, BN1 1AD
Tel: 01273749494

Burgess Hill, Kid's Stuff
16 Market Place, RH15 9NP.
Tel: 01444 257724

Burgess Hill, Woody's Models & Collectables
Unit 20 Market Place, RH15 9NP.
Tel: 07796 842 422

Chichester, Kids Stuff
53 South Street, PO19 1DS.
Tel: 01243 788055

Chichester, Shell Toys & Gifts
High Street, East Withering, PO20 8BL.
Tel: 01243 672353

East Grinstead, Martells of Sutton
Queens Road, RH19 1BE.
Tel: 01342 312303

Hastings, Hastings Hobbies
19 Robertson Street, TN34 1HL.
Tel: 01424 200021

Haywards Heath, Clarke's
106-108 South Road, RH16 4LL.
Tel: 01444 457551

Horsham, Battlequest Games
33 Queen Street, RH13 5AA.
Tel: 01403 242003

Hove, Kids Dreams
79 Boundary Road, BN3 5TD.
Tel: 01273 420666

Lewes, Tashtori Arts & Crafts
29 Station Road, BN72DB.
Tel: 01273 487670

St. Leonards-On-Sea, Silverhill Models & Toys
383 London Road, TN37 6PA.
Tel: 01424 431133

Uckfield, Kid's Stuff
2 Bell Walk, TN22 5DQ.
Tel: 01825 768398

TYNE AND WEAR

Gateshead, Graham's Wuerkshoppe
Unit a16 Stonehills Business, Complex,
Pelaw, NE10 0HW.
Tel: 01914 690745

Houghton Le Spring, The Gamers Outpost
Enterpise House, Philadelphia Lane,
DH4 4JW.
Tel: 0191 3852030

Newcastle Upon Tyne, Travelling Man
43 Grainger Street, NE1 5JE.
Tel: 01912 614993

North Shields, S.R. Gladston and Son Ltd
99 Bedford Street, NE29 6QJ.
Tel: 01912 570335

South Shields, Hawthorn Arts
Hawthorn House, 85 Westoe Road,
NE33 4LU. Tel: 01914 560822

WARWICKSHIRE

Alcester, Our Place
9 Swan Street, B49 5DP.
Tel: 01789 766755

Atherstone, Atherstone Bargains Ltd
60 Long Street, CV9 1AU.
Tel: 07964 846520

Bedworth, Fun Fancy Dress Ltd
7 - 9 All Saints Square, CV12 8LP.
Tel: 02476 313111

Leamington Spa, Avon Toys
77-79 Warwick Street, CV32 4RR.
Tel: 01926 339922

Nuneaton, Heart of England Coop Society
22 Abbey Street, Nuneaton, CV11 5BU.
Tel: 02476 382331

Rugby, Joto Railways and Models
7 Lawrence Sheriff Street, CV22 5EJ.
Tel: 01788 562372

Warwick, Castle Trains
36 Smith Street, CV34 4HS.
Tel: 01926 497905

WEST MIDLANDS

Coventry, Antics Model Shop
1A City Arcade, CV1 3HX.
Tel: 0247 6551155

WILTSHIRE

Chippenham, Thorntons at Signature
Borough Parade Shopping Centre, 22
Borough Parade, SN15 3WL.
Tel: 01249 463100

Devizes, Devizes Toys
29-30 Maryport Street, SN10 1AG.
Tel: 01380 723841

Melksham, Gamingalore
7a Bank Street, Melksham, SN12 6LE.
Tel: 01225 700754

Melksham, The Toyshop
11 Bank Street, SN12 6LE.
Tel: 01225 703204

Swindon, The Battle Lounge
3 Beechcroft Road, SN2 7RD.
Tel: 01793 722266

Trowbridge, The Toy Shop Trowbridge
Castle Street, BA14 8AS.
Tel: 01225 768415

Warminster, Pink Planet
31 High Street, BA12 9AG.
Tel: 01985 212555

Westbury, Triple Helix Wargames
3 Commerce Business Centre, Commerce
Close, BA13 4LS. Tel: 01373 855380

WORCESTERSHIRE

Blackminster, Evesham, Total Wargamer
Cadbury Courtyard, Blackminster Business
Park, WR11 7RE.
Tel: 01386 513013

Droitwich, Toyworld
21-23 High Street, WR9 8EJ.
Tel: 01905 772403

Headless Cross, Hobby Hut
100 Rectory Road, B97 4LJ.
Tel: 01527 540840

Pershore, Plumz Ltd
39 High Street, WR10 1EU.
Tel: 01386 555002

YORKSHIRE

Barnsley, Janco Toys
51 Park Road, Worsbrough Bridge, S70 5AA.
Tel: 01226 208654

Bedale, Golden Tortoise
1 Sussex Street, Bedale, DH8 2AN.
Tel: 01677 423233

Bridlington, W Boyes & Co Ltd Bridlington
29 King Street, YO15 2DN.
Tel: 01262 609 111

Cleckheaton, The Craft Shop
12 Northgate, BD19 5AA.
Tel: 01274 874 899

Dewsbury, Cosmic Toys and Collectables
53 Daisy Hill, WF13 1LF.
Tel: 01924 650348

Driffield, Sokells
52-53 Middle Street South, YO25 6PS.
Tel: 01377 252101

Filey, Beachcomber
35 Belle Vue Street, Filey, YO14 9HU.
Tel: 01723 514434

Goole, Hall's Music
21 Pasture Road, DN14 6BP.
Tel: 01405 764191

Halifax, Halifax Modellers World
55 The Arcade, HX1 1RE.
Tel: 01422 349157

Huddersfield, Something Wicked
1 Wood Street, HD1 1BT.
Tel: 01484 559226

Hull, Archeron Games
35 George Street, HU1 3BA.
Tel: 01482 221011

Ilkely, W Boyes & Co Ltd Ilkley
3 Railway Road, LS29 8HQ.
Tel: 01943 601344

Leeds, Millennium Models
67 Queen Street, Morley, LS27 8EB.
Tel: 0113 2189286

Northallerton, Chips Northallerton
Zetland Street, DL6 1NA.
Tel: 01609 777612

Pickering, Trail Blazer Outdoors
17 Market Place, YO18 7AE.
Tel: 01751 474672

Richmond, Finklegate Tea Room
5a Finkle Street, DL10 4QA.
Tel: 01745 826801

Ripon, The Knowledge Magnet
8 Kirkgate, HG4 1PA.
Tel: 01765 690118

Scarborough, W Boyes & Co Ltd Scarborough
Queen Street, YO11 1HS.
Tel: 01723 375331

Scarborough, Space Myth and Magic
38 Eastborough, YO11 1HQ.
Tel: 01723 501821

Scisset, Springfield Hobbies
Unit 11 Nortonthorpe Ind Park, Wakefield
Road, HD8 9LA.
Tel: 01484 860086

Sheffield, Wargames Emporium
Workshop 8, Orchard Square, S1 2FB.
Tel: 0114 2754826

Sheffield, Outpost Wargames Ltd
30 Furnival Gate, S1 4QP.
Tel: 01142 752172

Sheffield, Impact UK
63 Laughton Road, Dinnington, S25 2PN.
Tel: 01909 560273

Skipton, Craven Model Centre
Unit 3 Mount Pleasant, High Street,
BD23 1JZ. Tel: 01756 794919

Whitby, W Boyes & Co Ltd Whitby
Station Square, YO21 1DU.
Tel: 01947 604403

Whitby, John Anderson – Toymaster
4 Bridge Street, YO22 4BG.
Tel: 01947 602213

York, W Boyes & Co Ltd York
35 Goodramgate, YO1 7LS.
Tel: 01904 610660

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Port Erin, The Rowan
3 Balmoral Buildings, The Promenade,
IM9 6AG.
Tel: 01624 834 686

THE CHANNEL ISLANDS

St Helier, Bambola Toymaster
6 The Parade, JE2 3QP.
Tel: 01534 722 489

NORTHERN IRELAND

Ballymena, Camerons
23 Broughshane Street, BT43 6EB.
Tel: 02825648821

Bangor, Replay Games
97 High Street, Bangor, Down, BT20 5BD.
Tel: 02891 452210

Belfast, Nerdtopia Coffee Limited
86 Stranmillis Road, BT9 5AD.
Tel: 07955 016570

Blessington, The Blessington Bookstore
Main Street.
Tel: 00353 458 57730

Newcastle, Smyths Newsagents
12 Railway Street, BT33 0AL.
Tel: 02843 722 5036

Co Down, Roger's Toymaster
7 Bridge Street, Banbridge, BT32 3TL.
Tel: 018206 22225

Coleraine, Netramedia
Studio 2, Old Distillery Court, B T52 1LN.
Tel: 07813 905966

Derry, Comics and Collectables
Level 2 Richmond Centre, Shipquay Street,
BT48 6PE.

Fermanagh, Modellers Corner
22 Darling Street, Enniskillen, BT74 7EW.
Tel: 02866 322367

Larne, The Black Knight Gaming Centre Ltd
Unit 31 Ledcom Industrial Estate, BT40 3AW.

Lisburn, Luce Balloons
Unit 12, Rosevale Industrial Estate,
171 Moira Road, BT28 1RW.
Tel: 02892 673718

Portadown, Creative Destruction
Millennium Courts Arts Centre, William
Street, BT62 3NX.
Tel: 02837 552411

Templemore, Walsh & Son
Main Street, Ireland.
Tel: 00353 504 31178

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Aboyne, George Strachens Ltd
Main Road, AB34 5HT.
Tel: 01339 886 080

Oban, Alba
6 Albany Street, PA34 4AR.
Tel: 01631 563645

Alness, Alness Newsagents
56 High Street, IV17 0SG.
Tel: 01349 884 105

Angus, Mac's Model Railroading
4-8 Reform Street, DD8 4BS.
Tel: 01575 572397

Ayr, The Lost World
6 New Bridge Street, KA7 1JX.
Tel: 01292 290488

Banchory, Nano Toy Shop
Shop 2, 77 High Street, AB31 5TJ.
Tel: 01330 824545

Callander, James Bayne Fishing Tackle Shop
76 Main Street, FK17 8BD.
Tel: 01877 330218

Dumfries, Toytown
7 Church Place, DG1 1BW.
Tel: 01387 264884

Dunfermline, Abbey Models
2 May Gate, Dunfermline, KY12 7NH.
Tel: 01383 731116

Dunfermline, Walkers Opticians
Moray Way North, Dalgety Bay, KY11 9NH.
Tel: 01383 821688

Edinburgh, Toys Galore
13 Connely Bank Road, EH4 1DR.
Tel: 01313 328199

Edinburgh, Marionville Models
42 Turn House Road, EH12 8LX.
Tel: 0131 3177010

Edinburgh, Toys Galore
193 Morningside Road, EH10 4QP.
Tel: 01314 471006

Edinburgh, 6s To Hit
101 Lauriston Place, EH3 9JB
Tel: 01312 37 2310

Fife, The Hope Chest
22 Hunter Street, Kirkcaldy, KY1 1ED.
Tel: 01592 260116

Glasgow, Static Games
31-35 Parnie Street, G1 5RJ.
Tel: 0141 5529785

Greenock, Art Craft and Hobbies Ltd
83 Cathcart Street, Greenock, PA15 1DE.
Tel: 01475 785204

Hamilton, Ink Spot
23-31 Castle Street, ML3 6BU
Tel: 01698 201311

Helenburgh, Acorn Art
43 West Clyde Street, G84 8AW.
Tel: 01436 672132

Inverness, Heroes for Sale
51 Church Street, IV1 1DR.
Tel: 01463 711717

Inverness, Inverness Model Shop
16 Victorian Market, Queensgate Arcade,
IV1 1PJ. Tel: 01463712448

Inverurie, Models Unlimited
2 North Street, AB51 3XQ.
Tel: 01467 672277

Isle Of Lewis, N.T Gaming
34a Bayhead, HS1 2DX.
Tel: 07790 436401

Johnstone, Quay Hobby Store
Unit 14 Vulcan Works, Floor Street, PA5 8PE.
Tel: 07847 092772

Kirkcudbbright, Solway Books
14 St Cuthbert Street, DG6 4HZ.
Tel: 01557 330635

Kirknewton, Potter Around
Overton Farm, Midlothian, EH27 8DD.
Tel: 01506 238961

Largs, Bus Stop Toy Shop Ltd
23 Irvine Road, KA30 8HR.
Tel: 01475 689892

Livingston, Worlds at War
Unit 17a The Mall, Craigshill, EH54 5ED.
Tel: 01506 494013

Murrey Grampian, Junners Toymaster
57-61South Street, Elgin, IV30 1JZ.
Tel: 01343 542492

Orkney, Cycle Orkney
Tankarness Lane, KW15 1AQ.
Tel: 01856 875777

Paisley, Paisley Model Centre
80-82 Aruleston Road, Paisley, PA1 3TS.
Tel: 01418 894221

Perth, The Gamers Pad
1 York Place, PH2 8EP.
Tel: 01738 442836

Rothesay, Orange Banana
47 Victoria Street, Isle Of Bute, PA20 0AP.
Tel: 07951 158275

Shetland, Harrys Dept Store
Esplanade, ZE1 0LL.
Tel: 01595 693097

Stonehaven, Toymaster Toyland
19 Allardice Street, AB39 2BS.
Tel: 01569 766333

Thurso, Durrans
2 Sir Johns Square, KW14 7AN.

Tel: 01847 893169

WALES

Abarbargoed, Valley Craft Ltd
Unit 21 Bowen Industrial Estate, Mid
Glamorgan, CF81 9EP.
Tel: 01443 758002

Aberystwyth, The Albatross
29 Pier Street, SY23 2LN
Tel: 01970 617836

Barmouth, The Bargain Box
2 The Arches, King Edwards Street,
Gwynedd, LL42 1AD.
Tel: 07899 861012

Blaenau Ffestiniog, Porthmadog Models
6 Bank Place, Manor Road, LL49 9AA. Tel:
01766 830269

Caernarfron, Austins
17 Fford Ysgubor Goch, Caernarfron,
LL55 1RR.
Tel: 01286 669030

Cardiff, Mr Mac's Magical Emporium Ltd
Unit 7 Codas House, 52-60 Merthyr Road,
Whitchurch, CF14 1DJ.
Tel: 02920 020251

Cardiff, Firestorm Games
8 Trade Street, Penarth Road, CF10 5DQ.
Tel: 02920 227117

Ceredigion, Awen Teifi
23 High Street, Cardigan, SA43 1JG.
Tel: 01239 621373

Chepstow, Artists Corner Ltd
4 Thomas Street Arcade, Chepstow,
NP16 5DH. Tel: 07981 262249

Fishguard, The Card Cabin
42 West Street, SA65 9AD.
Tel: 01348 875227

Haverfordwest, Emrys Art Supplies
22 Market Street, Sir Benfro, SA61 1NH.
Tel: 01437 779646

Lampeter, Lomax's
9 Bridge Street, SA48 7HG.
Tel: 01570 422539

Llandudno, Acme Games
25 Madoc Street, LL30 2TL
Tel: 01492 872 707

Llantwit Major, Plaza Toymaster
Unit 12, Pound Plaza, CF61 1DL.
Tel: 01446 794118

Mid Glamorgan, Jet Models and Hobbies
27 Bartlett Street, Caerphilly, CF83 1JS.
Tel: 02920 880600

Neath, Fish N Things
138 Denvor Road, Skewen, SA10 6TE.
Tel: 01792 812199

Newport, D-9 Models
Unit 7, Chartist Tower Block, Upper Dock
Street, NP20 1DX.
Tel: 01633 222282

Pembroke, Dragon Alley
63 Main Street, SA71 4DA.
Tel: 01646 621456

Pontypool, Cogworkz
Unit 41 Castle Mews, George Street,
NP4 6BU.
Tel: 07814 623 052

Pontypridd, Pontypridd Reptile Centre
Unit 26 Albion Industrial Centre, Cilfyndd,
CF37 4NX.
Tel: 01443 244 330

Pontypridd, Sugar and Spice
The Arcade, Church Street, CF37 2TH.
Tel: 07879 221379

Rhuddlan, Rhuddlan Models
Brynawel High Street, LL18 2TU.
Tel: 01745 590048

Rhyl, The Games Exchange Ltd
131 High Street, LL18 1TR.
Tel: 01745 336644

Shrewsbury, Totally Games Ltd
26 Clairmont Street, SY1 1QG.
Tel: 01691 688994

Waterloo, Studio 1
Bridge Street, LL40 1AU.
Tel: 01341 423 018

Welshpool, Frontline Games
19a High Street, SY21 7JP.
Tel: 01938 590256

Newport, Western Valley Models
1 Cresent Road, Risca, NP11 6GB.
Tel: 01633 615445

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Cavan, Clarkes Toymaster
Unit 3 Lakelands Retail Park.
Tel: 00 353 494 372 222

Sligo, Conways Sligo Bookshop
45 O'Connell Street
Tel: 00 353 719 140 660

Douglas, Art and Hobby Douglas
Unit 41 Douglas Court Shopping Centre.
Tel: 00 353 145 653 08

Letterkenny, Tinney Toys
Leck Road, Drumahoe.
Tel: 00 353 749 122 314

Blackrock, Art and Hobby Black Rock
Unit 23/24, Blackrock Shopping Centre.
Tel: 00 353 128 323 94

Donegal, Proper Price
Donegal Business Park, Drumrooske
Tel: 00353 749 722 306

Donegal, World of Stuff
Level 2, Courtyard Shopping Mall,
Main Street.
Tel: 00353 876656096

Dublin, Art and Hobby Liffey Valley
Unit 22, Liffey Valley Shopping Centre,
Clondalkin. Tel: 00 353 145 653 08

Dublin, Gamers World
1 Jervis Street, Dublin 1.
Tel: 00 353 018 044 540

Dublin, Nimble Fingers
1 Dublin Road, Stillorgan.
Tel: 00 353 128 807 88

Santry, Art and Hobby Santry
Unit 13b, Omni Park Shopping Centre.
Dublin 9. Tel: 00 353 186 245 00

Dun Laoghaire, Art and Hobby Dun Laoghaire
Top Floor, Dun Laoghaire Shopping Centre.
Tel: 00 353 128 050 47

Dun Laoghaire, The War Chest
Unit 113, Dunn Laoghaire Shopping Centre.
Tel: 00353 8778 25886

Newbridge, Art and Hobby Newbridge
Unit 18, Whitewater Shopping Centre.
Tel: 00 353 145 653 08

Killkenny, Art and Hobby Killkenny
No 9 Coffee House Lane, Market Cross
Shopping Centre,
Tel: 00 353 145 653 08

Dooradoyle, Art and Hobby Limerick
Unit 3, The Cresent Shopping Centre.
Tel: 00 353 145 653 08

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Unit G15, Scotch Hall Shopping Centre.
Tel: 00 353 145 653 08

Mullingar, Art and Hobby Mullingar
Unit 13, Harbour Place Shopping Centre.
Tel: 00 353 449 335 247

Athlone, Art and Hobby Athlone
Unit 9 Athlone Town Centre.
Tel: 00 353 145 653 08

Greystones, Art and Hobby Greystones
Unit 5 Blacklion Centre.
Tel: 00 353 145 653 08

Kerry, Caball Toymaster
Bridge Street, Tralee.
Tel: 00 353 667 121 847

Maynooth, Gamers Hub
Unit 1 – Geraldine Court, Doctors Lane.
Tel: 00 353 860 466 029

Navan, Art and Hobby Navan
Unit 33, Navan Town Centre.
Tel: 00 3531 456 5308

Clonmel, R.B Models
28b Queen Street. Tel: 00 353 526 124 808

Thurles, Bookworm
I Parnell Street. Tel: 00 353 504 222 57

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9 South Street.
Tel: 00 353 514 214 73

Wexford Town, Gamers Paradise
10 Selsker Street.
Tel: 00 353 539 121 190

Wicklow, The Hobby Hut
Unit 1 Fitz William Court, Wicklow Town.
Tel: 00 353 861 072 706

Wicklow, Hopkin's Toymaster
Main Street. Tel: 00 353 467 2225

Ashbourne, Toys @ Fun Galaxy
Unit 21 Ashbourne Retail Park, Ballybin Road.
Tel: 00 353 196 902 53

Cork, Other Realms
Paul Stree t Shopping Centre.
Tel: 00 353 214 222 224

Swords, Art and Hobby
Unit G42 The Pavilion Shopping Centre.
Tel: 00 353 180 848 45

Galway, Art and Hobby Galway
Unit 11, Level 2, Corbett Court Shopping
Centre, IR
Tel: 00 353 874 5312

Galway City, Dungeons and Donuts
The Bridge Mill, Lower Dominick Street.
Tel: 00 353 915 679 30

Limerick, The Gathering
43 Lower Gerald Griffin Street.
Tel: 00 353 613 151 33

ARGENTINA

Buenos Aires, Warzone S.A.
Tel: 00 54 11 4710 0040

BELARUS

Minsk, Moskovsko-Venskiy shopping mall
Nezavisimosty ave., 58

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Aalst, Hermelijn
Molenstraat 36, 9300.
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Antwerpen, Herman Verschooten Modelbouw
Eiermarkt 31a, 2000.
Tel: +32 32 32 66 22

Antwerpen, Modelbouwcenter Ballien
Turnhoutsebaan 340, 2140.
Tel: +32 32 35 97 08

Brugge, Verbrugghe Modelbouw
Koning Albert i-Laan 58, 8200.
Tel: +32 (0)50 32 39 72

Gent, Worlds End Comics
Overpoortstraat 110, 9000.
Tel: +32 (0)92 22 05 76

Halle, Het Spelplezier
Klinkaert 7, 1500
Tel: +32 (0)23 56 03 07

Halle, Mishra's Playground
Ninoofse Steenweg 104, 1500.
Tel: +32 (0)23 61 58 53

Halle, Top1Toys Halle
Basiliekstraat 66, 1500.
Tel: +32 (0)23 56 04 03

Hasselt, Oberonn
Kempische Steenweg 27, 3500.
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Kortrijk, Albion
Doorniksestraat 52, 8500.
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Kraainem, L'Atelier de Gepetto
Rue d'Argile 72, 1950
Tel : 02 661 30 17

La Hulpe, L'Atelier de Gepetto
Centre La Mazerine, 1310
Tel : 02 661 30 15

Leuven, Spelfanaat Leuven
Sint-Hubertusstraat 3, 3000.
Tel: +32 (0)486 73 83 24

Loenhout, BK Modelbouw
Oud Dorpstraat 61, 2990.
Tel: +32 33 36 10 50

Mechelen, Spelfanaat Mechelen
Keizerstraat 14, 2800.
Tel: +32 (0)15 20 17 45

Merksem – Antwerpen, The Gamestore
Ridder van Parijs Straat 7, 2170.
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Oostende, King Arthur
Alfons Pieterslaan 96, 8400.
Tel: +32 (0)59 51 57 56

Roeselare, Black Border
Noorstraat 206, 8800.
Tel: +32 (0)51 20 82 50

Vilvoorde, Boekcenter
Leuvensestraat 147, 1800.
Tel: +32 (0)22 51 20 05

Watermael-Boisfort, L'Atelier de Gepetto
Rue Middelbourg 58, 1170
Tel : 02 661 30 11

Westkerke, What Ever
Gistelse Steenweg 128, 8460.
Tel: +32 (0)473 77 15 41

Woluwe Saint Lambert, L'Atelier de Gepetto
Avenue Georges Henri 286, 1200
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Tel: 0059 1 775 03283

La Paz, Las Dos Torres
Tel: 0059 1 720 07931

Oruro, Taurus
Tel: 0059 1 724 53814

Santa Cruz, Uroloki
Tel: 0059 1 726 20 510

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Campinas, Legends do Brasil
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Vivar 718, Local 406.
Tel: 0056 65 95 86 67

Las Condes, Santiago, Mirax
Tel: 0056 22 46 34 60

Providencia, Santiago, Guild Dreams
Tel: 0056 22 31 71 37

Santiago, Caleuche Hobbies & Battle Games
Tel: 0056 73 33 61 03

CHINA

Beijing, Beijing Book Building
Tel: 0086 10 66066504

Beijing, Beijing Warhammer Club
Tel: 0086 10 64037588

Beijing, Juvenile & Children Reading Experience Wonderland Warhammer Club
Tel: 0086 10 57526737

Beijing, No. 14th Arsenal
Room 1301, Building 22, Section 1,
XingHeYuan apartment, GongYi Xi Qiao,
FengTai District.
Tel: 0086 15 601219717

Beijing, 14th Arsenal
Room 2502, FuCheng Road, No.16,
HaiDian District.
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Beijing, Wangfujing Xinhua Bookstore
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Beijing, Warhammer Elite Club
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Beijing, Warhammer Elite Club
Tel: 0086 10 82615654

Beijing, Xinshi Hobby Xinjiekou Shop
Tel: 0086 10 82615654

Beijing, Xinshi Hobby Zhongguancun Shop
Tel: 0086 10 59863768

Chengdu, Kid's Castle
Tel: 0086 18 980681113

Chongqing, Xinshangyou Game
Tel: 0086 13 638392310

Fuzhou City, Play&Show Warhammer Club
Tel: 0086 59 183339562

Kunming, Kunming Elite Warhammer Club
Tel: 0086 13 658813689

KunMing City, Magic Factory
Shop 1-1, Mo Ma Mall 1st Building,
Alley DouFu Chang, Beijing Road,
Pan Long District.

Kunming, Yunnan Lanyu Model
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Qingdao, Qingdao Battle Of Wits Club
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Shanghai, Boocup Grand Gateway
Tel: 0086 21 64480977

Shanghai, Boocup Jin Qiao
Tel: 0086 21 50306879

Shanghai, Boocup Kerry Parkside
Tel: 0086 21 50200551

Shanghai, Good Knight Board Game Store
Tel: 0086 21 35080880

Shanghai, You Lai, You Qu
Tel: 0086 13 916719676

Shanghai, Zark
Tel: 0086 21 53017710

Shantou, Miniature Kingdom
Tel: 0754 88 810916

Shenyang, Shenyang Warhammer Club
Tel: 0086 13 889197092

Tian Jin, Tianjin Waaagh! Gaming Club
Tel: 0086 13 682199861

Wuhan, Stormcastle Warhammer Club
Tel: 0086 13 476097121

Wuhan, Zhi-Li Model
Tel: 0086 27 82818761

Xian, Xian Waaagh Warhammer Club
Tel: 0086 13 488470106

Zhengzhou, Zhengzhou Warhammer Front HQ
Tel: 0086 13 592517573

COLOMBIA

Cali, Magic Colombia
Tel: 0057 072 371 4626

Medellin, Juego & Real
Tel: 0057 4 332 8686

CROATIA

Zagreb, Carta Magica
Tel: 00 385 916130269

CYPRUS

Kato Paphos, Cyprus Crusade
Tel: 00 35 7976 49072

Larnaca, Tapped Out
Shop 6, 33 Grigori Afxentiou Avenue, 6021.
Tel: 00 35 7246 22978

Nicosia, Isengard Fantasy Shop
4Z Diagoras Avenue, 1097.
Tel: 00 35 7226 80700

CZECH REPUBLIC

Brno, Cerny Rytir
Tel: 420541214860

Ceske Budejovice, Chaotit
Tel: 420602489158

Haradec Kralove, Knihkupectvi Valhalla
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Koprivnice, Magic
Tel: 420495522009

Kostelec, Certuv Pekelny Kotlik
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Vsetin, Atlantis
Tel: 420571411697

DENMARK

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Algade 63, 9000.
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Aalborg, 9K Painting
Vesterbro 30 st tv, 9000.
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Aarhus, Gunzone
Kystvejen 27 st, th, 8000.
Tel: 87 61 11 12

Aarhus C, Dragons Lair
Amaliegade 21, 8000.
Tel: 86 19 00 63

Asnæs, Bog og Ide
Asnæs Centret 2, 4550
Tel: 59 65 00 14

Erslev, Asgaard Games
Vendbjergvej 5, Galtrup, 7950.
Tel: 42 16 91 16

Esbjerg, Arnold Busck
Kongensgade 33, 6700.
Tel: 75 12 11 77

Esbjerg, Bunkern
Baggesens Alle 125, 6700.
Tel: 23 31 75 23

Gørlev, Gørlev Legetøj
Algade 23, 4281.
Tel: 58 85 51 11

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Helsingør Bycenter 101, 3000.
Tel: 49 21 56 00

Herning, Færges Kælder
Smallegade 12, 7400.
Tel: 35 10 18 97

Hjørring, Arnold Busck
Metropol, Østergade 30, 9800.
Tel: 98 92 80 40

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Tidemansvej 16, 4300.
Tel: 24 24 49 50

Holbæk, Hack N Slash
Vestergade 2, 4300.
Tel: 51 90 02 34

København Ø, Fanatic København
Classensgade 25, 2100.
Tel: 35 43 65 35

København K, Faraos Cigarer
Skindergade 27, 1157.
Tel: 33 22 21 11

København S, Pipi Legetøj
Amagerbrogade 201, 2300.
Tel: 32 55 74 47

Kolding, Good Games
Låsbygade 13, 6000.
Tel: 75 50 03 04

Lyngby, Faraos Cigarer
Jernbanepladsen 63, 2860.
Tel: 32 10 23 23

Næstved, Guns n Games
Ramsherred 21, 4700.
Tel: 31 20 20 04

Nyborg, Bøggodsken
Korsgade 17, 5800.
Tel: 65 31 02 09

Odense C, Dragons Lair
Gråbrødrepassagen 9, 5000.
Tel: 65 91 97 01

Ringsted, Andros
Tinggade 12, 4100.
Tel: 35 10 31 75

Rødovre, Arnold Busck
Rødovre Centrum 116, 2610.
Tel: 36 41 04 85

Odense, Arnold Busck
Rosengårdscentret, 5220.
Tel: 66 15 99 28

Randers, Læsehesten
Adelgade 7, 8900.
Tel: 86 40 41 50

Roskilde, Fanatic
Grønnegade 2, 4000.
Tel: 45 46 36 35 48

Svendborg, Farve og Hobbyhjørnet
Klosterplads 4, 5700.
Tel: 62 21 31 31

Taastrup, Genbrugsbøger
Taastrup Hovedgade 95, 2630.
Tel: 27 29 35 26

FINLAND

Ahtari, Honkaniemen Kirjakauppa
Tel: 06 553 0027

Aland, Dillen Ab, Torggatan 7, 22100.
Tel: 018 15578

Ekenas, Kungsbokhandeln Ab.
Tel: 019 246 1028

Espoo, Tapiolan Pelikauppa
Kauppamiehentie 1, 02100.
Tel: 09 412 9941

Hameenlinna, Pelihuone Enter
Palokunnankatu 14, 13100.
Tel: 044 508 1002

Heinola, Heinolan Talous-Muovi ja Lelu
Kauppakatu 19, 18100.
Tel: 03 715 3905

Helsinki, Fantasiapelit Helsinki.
Tel: 09 650 803

Helsinki, Simonkatu 9
Tel: 09 75 15 45 25

Helsinki, Fantasiapelit Helsinki
Vilhonkatu 4B /Vuorikatu 16, (Kaisaniemen
Metroasema), 00100.
Tel: 09 650 803

Helsinki, Stadin Pelikauppa
Kaisaniemenkatu 1, Sisäpiha, 00100.
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Hyvinkaa, Värinappi
Tel: 019 414 700

Imatra, Kirja-Lahja Alex Ky
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Joensuu, Fantasiapelit Joensuu
Tel: 013 284 314

Joensuu, Fantasiapelit Joensuu
Suvantokatu 8, 80100.
Tel: 013 284 314

Jyvaskyla, Fantasiapelit Jyväskylä
Kauppakatu 29, 40100.
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Kotka, Eagle Card Oy
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Tel: 044 500 0880

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Kouvola, Kouvolan Puolenkuun Pelit
Kouvolankatu 14, 45100.
Tel: 03 222 52 00

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Tulliportinkatu 27, 70100.
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Rautatienkatu 16, 15110.
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Brahenkatu 3, 53100.
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Mikkeli, Mikkelin Pelikauppa
Vuorikatu 9 L1, 50100.
Tel: 09 428 90753

Mikkeli, Lastentarvike Muppela
Maaherrankatu 14, 50100.
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Orivesi, Silver Seed
Ensintie 3, 35100. Tel: 041 777 5166

Oulu, Fantasiapelit Oulu
Rautatienkatu 10, 90100. Tel: 08 374 906

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Tel: 015 348 370

Pori, Askartelu-Pori
Yrjonkatu 7, 28100. Tel: 02 632 6671

Pori, Porin Pelikauppa
Satakunnankatu 23 B, 28130.
Tel: 02 529 8726

Porvoo, Porvoon Pelikauppa
Mannerheiminkatu 10, 06100.
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Sovionkatu 11, 92100. Tel: 08 223 6825

Seinajoki, Pelikeidas Tel: 06 417 7880

Seinajoki, Fantasialinna
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Slagelse, Uldtotten
Nygade 2, 4200. Tel: 58 53 50 35

Tampere, Tuoni Tatuoinnit
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Tampere, Fantasiapelit Tampere
Kuninkaankatu 5, 33210.
Tel: 03 222 52 00

Tampere, Kirja Karkkainen
Koskikeskus, Hatanpaanvaltatie 1, 33100.
Tel: 03 225 1850

Tampere, Puolenkuun Pelit Tampere
Hämeenkatu 17, 33200
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Turku, Fantasiapelit Turku
Humalistonkatu 8, 20100.
Tel: 02 232 8413

Vaasa, Pelimies Oy
Hs-Center, Alatori, 65100.
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3rd Septemvriou 65, Pl. Victorias, 104 33.
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Thessaloniki, Hobby Games
Theohari 4, Thessaloniki Centre.

Thessaloniki, Underworld Games
Kostantinou Paleologou 18 & Egnatia 109,
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Hverfisgata 103, Po Box 5085, 125.
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Jakarta Barat, Comics N Games
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3 Netiv Haavot. Tel: 00972 97486070

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Rishon Lezion, Nexus
26 Rothshield St. Tel: 00972 39500339

Tel Aviv, Freak
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Tel: 043-239-5523

Kashiwa, Hobby Space Mr.Field
Hiroshima Kensetu Ekimae Bldg. 3F, Kashiwa
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Tel: 04-7138-6213

Nagoya, Toy's Marchen
Midoriku Horagai 2-1, Aichi, 458-0013.
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Osaka, Brain Gameshop Higgachi
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Osaka, Iconoclasm
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Tokyo, Yellow Submarine Akihabara RPG Shop
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Turan ave, Mega mall, 2nd floor, shop B5.
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3rd Floor, The Gardens Mall, Mid Valley City,
WP, 59200.
Tel: 03 22874530

Kuala Lumpur, Borders Mont Kiara
Level 2, 1 Mont Kiara, Mont Kiara, WP,
50480.

Kuala Lumpur, Comics Mart
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Tel: 03 22870626

Kuala Lumpur, Times Bangsar
2nd Floor, Bangsar Shopping Center
Jalan Maarof, Bangsar, WP, 59000.
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Kuala Lumpur, Times Pavillion
Level 6, Pavilion KL, Jalan Bukit Bintang, WP,
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Tel: 03 21488813

Kuala Lumpur, Warp Space Games
10C, Faber Plaza, Jalan Desa Jaya, WP,
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Petaling Jaya, The Games Circle
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Pod Blankami 6/1a, 85-034.
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Centrum Handlowe Janki, ul. Mszczonowska
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Poznan, Cube
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Poznan, Cube-Q-Workshop King Cross
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60-196. Tel: 0048 50 6079264

Poznan, Cube-Q-Workshop M1
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Poznan, Cube-Q-Workshop Pestka
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19-Go Kwietnia 27, 05-090.
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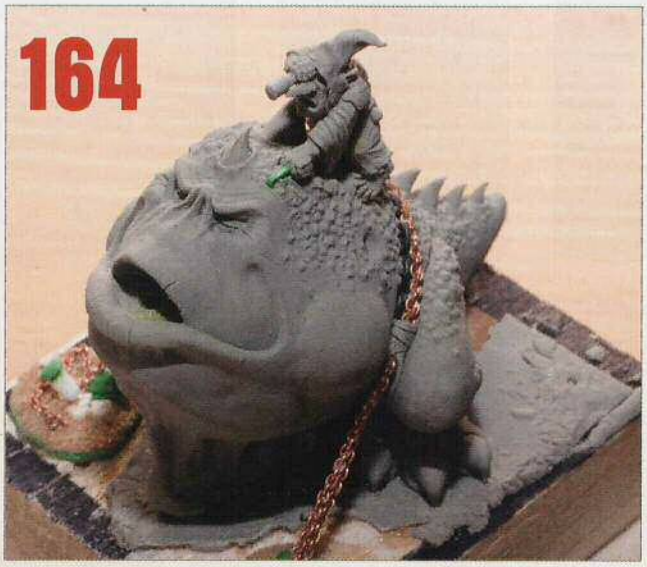
THIS MONTH IN

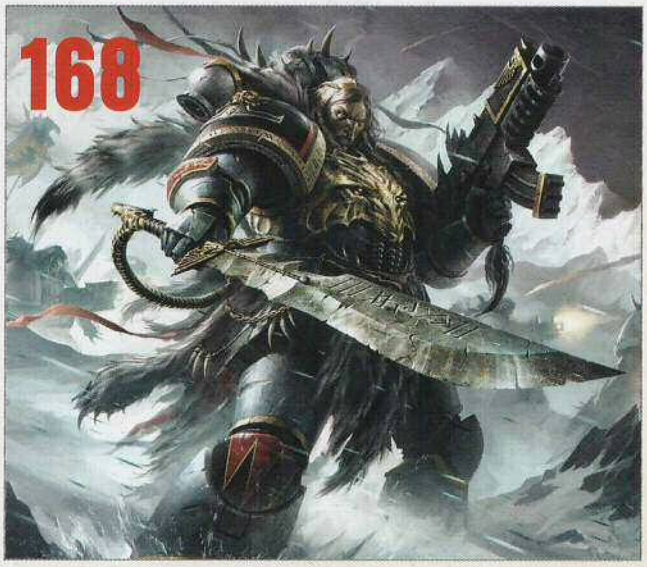
There's always something exciting going on around Games Workshop HQ, whether it's the latest developments in the Studio, Black Library authors stopping by for interviews or Forge World's most recent creations. We take a peek behind the curtain.

White Dwarf: Four former editors of White Dwarf share their thoughts on 400 issues of the magazine, and we showcase the results of this month's hobby antics.

The Design Studio: The designers of the new Tau miniatures talk about their work, and Jeremy Vetock gives us the inside track on the Tau Empire Codex.



Forge World: The Forge World studio is always a hive of activity – this month on our visit we discovered everything from massive monsters to support guns.



Black Library: *Blood of Asaheim* author Chris Wraight waxes lyrical about the sons of Fenris. We also look at the Black Library team's hobby endeavours.

THIS MONTH IN WHITE DWARF

The White Dwarf team haven't just been whittling away at a bumper-sized 400th issue and making our own board, we've also been building new models, doing plenty of painting and even playing some games. Here's what went on this month in White Dwarf.

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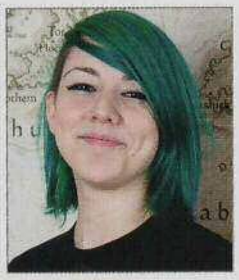
OUR HOBBY MONTH IN THE WHITE DWARF BUNKER



Beth Beynon-Hughes

Another member of the team who has joined in Matt's hobby challenge, Beth has been busily working on the Dark Eldar that she started last month. The pride of her collection so far is the squadron of Reaver Jetbikes, but they are by no means the only models she's painted – she's also completed Kabalite Warriors, Wyches and a Lhamaean for her star-faring torturers.

Jes Bickham

Jes was almost delirious with joy at finally finishing his Tyrannofex for this issue's Battle Report, and has put his Tyranids aside for the moment to concentrate on embiggening his Ogre Kingdoms and Necron armies (the latter of which, he says, has "several Wraith-shaped holes in it that must be filled forthwith"). And then he's on to something new. But what will it be?

Dan Harden

Having completed his new Tau force and his wizards, Dan was almost at a loss as to what to paint next. Almost... His desk is now covered in more Tau tanks than ever before as he prepares his army for an upcoming Apocalypse battle, though the Shadowsword super-heavy tank that he started work on almost half a year ago has now also made a reappearance.

Matt Hutson

Last month Matt laid down the hobby gauntlet with his challenge to paint something completely new for our collections – and he hasn't disappointed with his own efforts, painting a squad of five Thousand Sons so far. That's not all, however; he's also gone to the trouble of repainting one of his Space Marine Stormtalons, having decided that the shade of yellow "wasn't quite right."

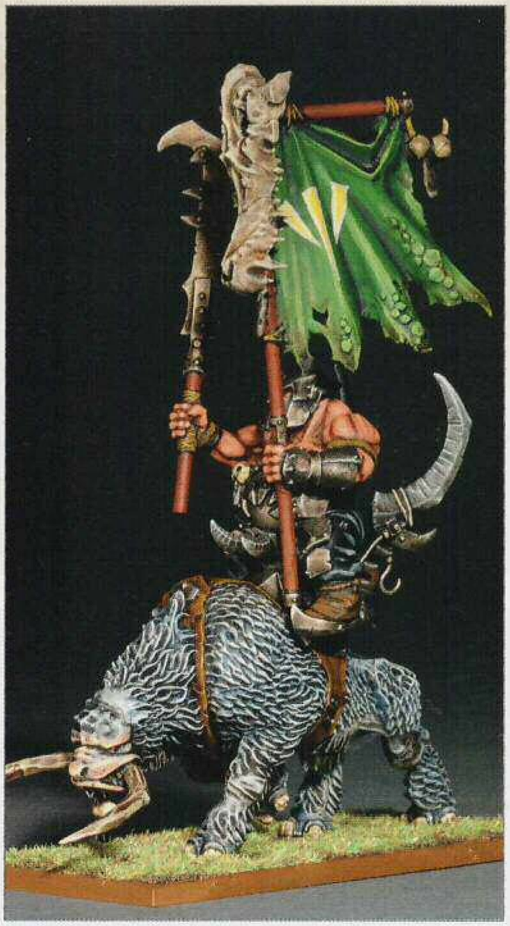
Andrew Kenrick

Andrew has spent a goodly portion of the month meticulously applying warpaint to the faces of his nascent Beastman herd, suffering somewhat from his inability to cut corners when painting large numbers of models. The 'acquisition' of some wonderfully converted Plague Zombies from Mark Jones has distracted him too, as he's busy painting Typhus to add to his Death Guard.

1 Erik chose a bright red colour scheme for his Kroot, reasoning that it would match his Orks nicely if they ever allied for a game.

2 Adam went for a more traditional green option, adding red tattoos to match the Vior'la sept.

3 Jes painted a new Ogre Mournfang Cavalry model for his collection. He made the model with a banner, painted with the claw symbol of his army.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A KROOT-OFF AND AN OGRE

One of the hobby highlights of the month emerged when Glenn, inspired by a conversation about the virtues of the Tau's alien allies, issued a Kroot-oriented challenge. Whoever could paint a Kroot Carnivore squad first could have his Anghkor Prok model – a rare old Games Day model Glenn had languishing in his collection. Erik and Adam took up the challenge with glee and over a weekend each painted a 16-man unit. Because they finished on the same day, the rest of the team decided to vote for a winner – with Erik's bright red colour scheme winning out at 4 votes to 3. Erik has already started work on his newly-won Anghkor Prok model.

This month we also did so much hobby, spurred on by Matt's challenge last month, that we couldn't possibly fit it all on one page – so we've decided to show Jes' Ogre Mounfang here. You'll see the endeavours of the rest of the team over the page…

Glenn More

As the purveyor of ridiculous challenges, one might be forgiven for thinking Glenn hadn't achieved much for his own collection – but he's actually been assembling an Imperial Guard army that has involved building a large number of tanks. So far not much is painted, but Glenn says he prefers to work in stages – so we can expect a flood of armoured vehicles sometime soon.

Erik Niemz

In addition to winning the Kroot-off, Erik has also been hard at working adding new models to his Ork collection. In a very short period of time he has added a swathe of new models to his collection for the hobby challenge and there's no signs of him slowing down. Currently he's trying to work out how to make a Squighawk and a Squigeon to fly alongside his Ork Bommer. Madness!

Kris Shield

Kris has been concentrating on adding more Ogres to his collection as part of the hobby challenge issued last month by Matt. He's painted even more Ogres, and he's started giving them a somewhat piratical theme, with occasional eye patches and a 'maw and crossbones' on their banner. He's also added his first character to the force in the ominous form of Bragg the Gutsman.

Adam Troke

Once again, Adam has hurled himself into a slew of painting tasks and challenges that has included Kroot, Goblins and Dwarves, and he's even started work on the three Trolls for his *The Hobbit: An Unexpected Journey* collection. He's been spending his cold and frosty mornings painting on layers of Troll flesh, and weighing up a technique he's seen using Static Grass for armpit hair.

Of course, there's a tenth member of the White Dwarf team that we haven't mentioned here (and no, we don't mean the White Dwarf himself, Grombrindal) and that's you, the reader! We're always on the look out for great-painted miniatures and armies, so if you think your models are good enough to feature in the pages of our illustrious magazine, send photos of them in:

team@
whitedwarf.co.uk

THIS MONTH IN WHITE DWARF

HOBBY CHALLENGE

With our 400th issue on the horizon, Matt suggested that we all collect and paint something new to show in the forthcoming issue. Well, a full month later, and every single member of the team has bent to the proverbial oar, and added new models to their collection.

Leading the pack in terms of the number of models painted is Adam, who (in addition to his impromptu Kroot-off with Erik) painted up 24 Grim Hammer Dwarves, Thrain, a box of Goblins and a Goblin Captain. Apparently, he's already started work on his next models too. Other members of the team have focused on their own collections, and over the course of the month we've seen everything from Beastmen to Imperial Guard being painted for the challenge. Even Dan (who was already painting more models for his Tau army to a pretty strict deadline) found the time to paint *Radagast* the Brown and *Gandalf* the Grey.

The next plan is to arrange a games night or two, so that we can play with the fruits of our labours. Adam has some ideas for a survival horror scenario set in our ruined Imperial city and Kris is still itching to fight some more battles down in Goblin Town. We'll be sure to share what we get up to.

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1 Dan painted *Radagast* the Brown and *Gandalf* the Grey. "It's something I've been meaning to do since the models first came out," he explained. "I want to do the rest of the White Council next."

2 Andrew's Beastmen are slowly gathering. He spends his lunch breaks painting them and boasting how they will emerge from hiding to conquer the Old World.

3 Beth painted the armour on the Reaver Jetbikes to completion before adding the battle damage and chips to the cowling with Runefang Steel.

4

5

6

7

4 Erik has been beavering away on his Evil Sunz Orks – and this marvellous Deff Dread is the latest fruit of his endeavours.

5 Kris has been on a bit of a pirate theme, using Green Stuff to model on eye patches, bandanas and other details.

6 Matt's Thousand Sons; so far he's completed a small squad of five and their leader, Ahriman. Not even he knows how many he'll end up doing in the end – apparently they take much longer to paint than his Imperial Fists, but the results are every bit as rewarding.

7 Adam's Dwarves and Goblins are the latest models to be caught up in his painting frenzy. Adam already has a large Dwarf army for *The Lord of the Rings*, so he was keen to add the Grim Hammers from *The Hobbit: An Unexpected Journey* to his collection.

THIS MONTH IN WHITE DWARF

As this is the 400th issue of White Dwarf, Jes thought it would be fitting to catch up with some notable editors of yore and record their reflections of glory. Hark! And listen as words of wisdom are passed on...

Ian Livingstone was one of the original founders of Games Workshop and editor of the first issue of White Dwarf back in 1977.

IAN LIVINGSTONE

Ian went on to work in the videogame industry, and remains involved in all things fantasy.

When we founded Games Workshop in 1975, we published a fanzine called Owl & Weasel to reach out to gamers. But as Games Workshop grew, we knew that we needed to publish a more professional magazine. So after 25 issues of Owl & Weasel, the big decision was made to end its publication in April 1977.

White Dwarf number one was duly published in June 1977. We wanted a name that represented both science fiction and fantasy gaming. Steve Jackson (one of the other co-founders) and I talked about the name endlessly and, after a lot of deliberation, we chose the title White Dwarf as it had the dual meaning of being a small star and also a fantasy gaming character class. I was editor for issues 1-74 which spanned June 1977 until February 1986, which was quite a stretch. I never even thought about it at the time; I was too busy. The only thing that concerned me in the early days was finding new writers and artists, and trying to get the next issue out on time. But I am delighted that White Dwarf today continues to go from strength to strength.

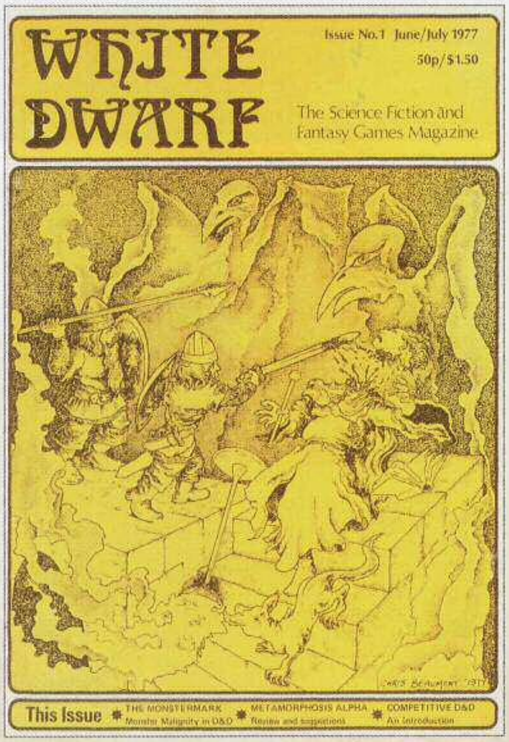
My proudest moment has to be getting the first print run of White Dwarf number one back from the printers and seeing it sell out very quickly. Those were happy days. I also enjoyed reading Thrud the Barbarian, too; he always made me laugh.

White Dwarf was my baby, but that was a long time ago. Nowadays I watch from a distance like a proud parent. The emotional connection will always be there.

Mark assumed the grudge-laden persona of Grombrindal from August 2007 to May 2010.

MARK LATHAM

Editing White Dwarf for nearly three years was an honour and a pleasure. My favourite issue has to be the Warhammer 25th Anniversary edition, which was a trip down memory lane for old lags like me. My tenure documented some of the most exciting hobby developments at Games Workshop, too; not least the astounding increase in size and quality of our plastic kits. Of course, the best part of being White Dwarf editor is working with the team in the White Dwarf bunker, fighting the frantic war against deadlines with a sense of camaraderie that I've never known in any other job anywhere! Some of the guys from my era are still there, turning their undying enthusiasm for the hobby we all love into amazing articles every month. Long may White Dwarf continue!



WHITE DWARF

Issue No.1 June/July 1977

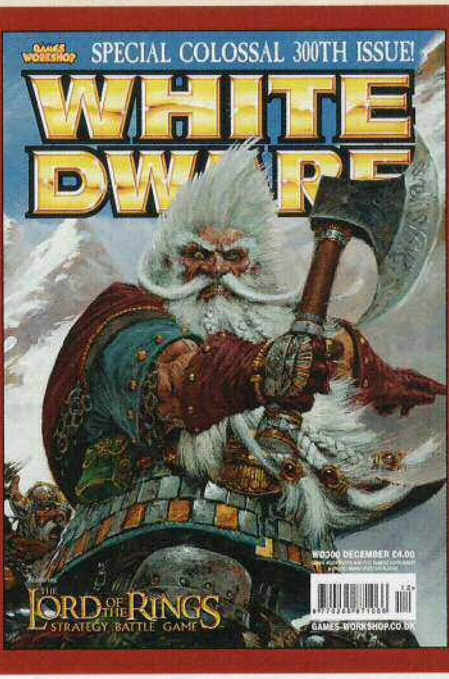
50p/$1.50

The Science Fiction and Fantasy Games Magazine

This Issue ✱ THE MONSTERMARK Monster Malignity in D&D ✱ METAMORPHOSIS ALPHA Review and suggestions ✱ COMPETITIVE D&D An introduction

GUY HALEY

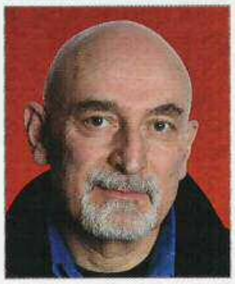
Ah, Grombrindal. How fondly I remember working in his forge, hammering out hot lead letters on my editor's anvil with a tiny hammer, bringing news of brilliant miniatures to the world. Running WD was a dream come true. I grew up with Warhammer; where other people have Star Trek or Doctor Who, GW is my fandom, and to go to the very heart of that, to run White Dwarf itself... wow, I still can't believe it. Lucky for me, I get to do cool stuff for Games Workshop even now, writing novels for Black Library. Result! Oh, and Jes, stay away from the old white beard's Bugman's, my ears are still ringing from when he caught me supping from his sacred tun...



Guy Haley took up the mantle of the editor in 2004. Now he is a freelance author, with his first novel for Black Library due to release next month.

ROBIN DEWS

Robin still works at GW, and his twinkly-eyed enthusiasm for our miniatures remains undimmed.

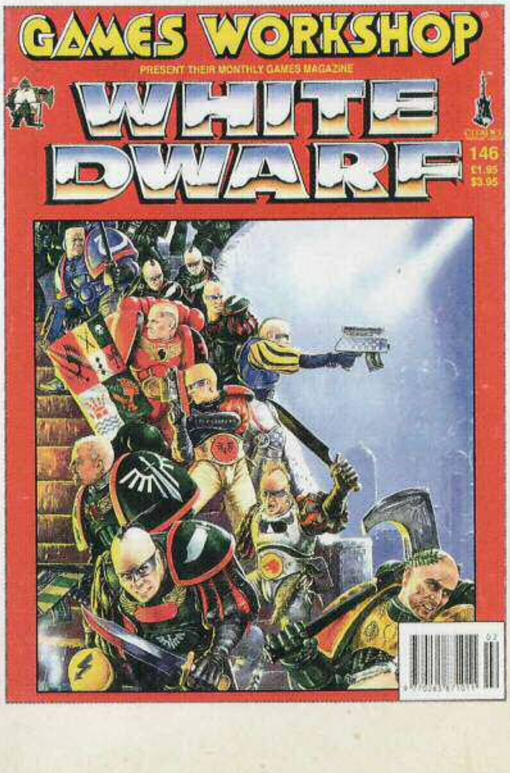


Robin Dews oversaw a 49-issue run as the editor of White Dwarf.

My tenure at the helm of White Dwarf in the early 1990s (140-189) were also the years when White Dwarf went from a UK and US magazine to a worldwide publication; it was fantastic to see White Dwarf and our hobby go global!

I'm most proud of the Battle Reports. I wrote my first Battle Report for White Dwarf (issue 107, November 1988) as a freelancer before I actually landed a full-time job with Games Workshop. A couple of years later, in 1991, when I took over the editorship of the magazine (Issue 140), I was determined to make them a regular feature of the magazine and enable our readers to see the Citadel writers, designers and sculptors selecting armies, fighting battles and ruminating over their defeats just as gamers did the world over. They rapidly became White Dwarf's most popular monthly feature and it is amazing that over 20 years later, we cannot imagine an issue of White Dwarf without a dramatic, exciting and entertaining battle report.

What I always love and look forward to in White Dwarf every issue is its simple monthly dose of hobby excitement – all those brilliantly painted new miniatures... plenty of fabulous terrain... many inspirational ideas for games and hobby projects. This is what White Dwarf has always excelled at doing, and long may the Dwarf's beard grow bushy!



THE DESIGN STUDIO

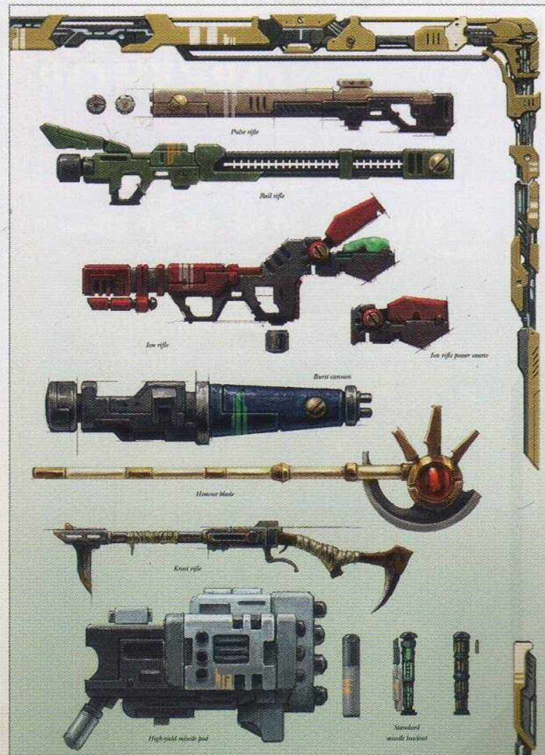
Lately the Design Studio has been overtaken by all things Tau. Our very own Dan popped himself into a transport drone (known to the rest of us as 'his shoes') and went to talk to the sculptors and writers behind the fantastic new miniatures and Codex.

Jeremy Vetock is the author of several Warhammer army books and writes a regular column in White Dwarf. Most recently he's contributed to the Greater Good with Codex: Tau Empire.

THE FUTURE IS IN THE STARS

Jeremy tells us more about noble heroes, advanced technology and very big guns.

Jeremy: The new Tau Empire range was an absolute blast to work on. Both Matt Holland and I have always liked the Tau and we both had large collections before we began on the project. It was from Matt's work that I got a lot of my energy – he kept coming up with new concepts and designed so many great miniatures that it was impossible not to get excited. I recall seeing the Riptide for the first time and thinking: "holy cow, that's impressive!" So as he made the models I worked on the background to go with them.

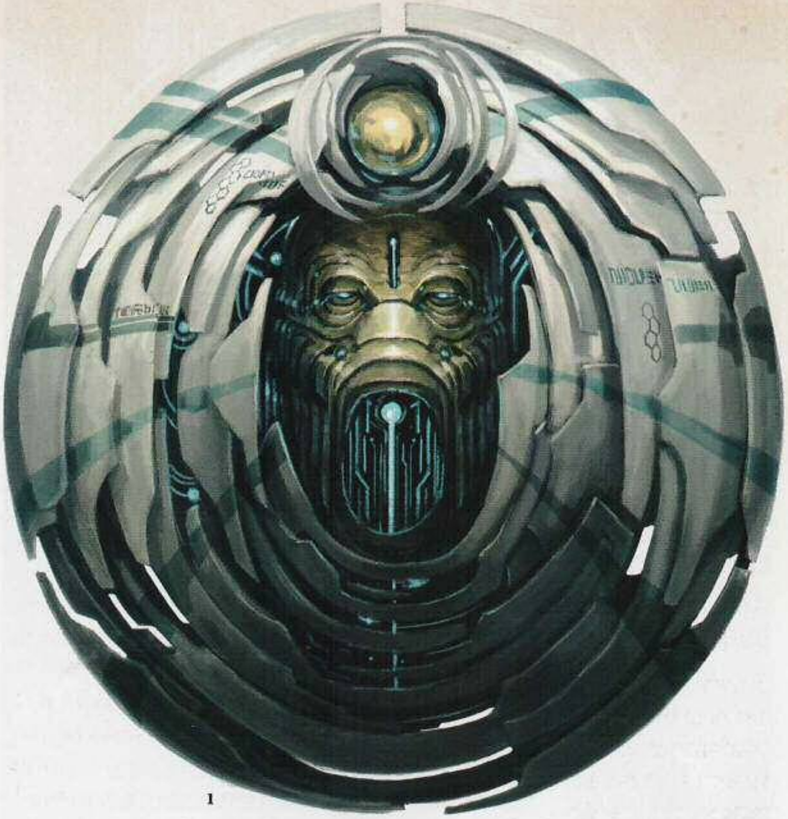


The Codex is packed with all manner of different weapons,

Right from the start I knew this would be a very different experience to working on Codex: Dark Angels (my previous Codex). One book is very optimistic, clean and forward-thinking. The other is brooding, gothic and obsessed with the past (you can probably guess which is which). Don't get me wrong, there's still plenty of dark gothic in the Tau Codex, you just have to read between the lines to find it. Take Commander Farsight, for example. For a race that normally has a lifespan of only 40-50 years, he's lived an incredibly long time... On the subject of Farsight, you'll notice that he's not the focal character of the Tau Empire any more. I wanted the Codex to reflect the Tau race as it is now, with Aun'va as the spiritual leader and Shadowsun as the glorious military commander. Aun'va hoped Farsight would be the exemplar of the Tau race, but he became a rebel. Shadowsun more closely resembles his vision of an accomplished, selfless warrior utterly dedicated to the Greater Good.

One thing that I was very keen to do was build on the Tau background and give them more of a presence in the Warhammer 40,000 timeline. I built on the background of the previous Tau Codex and fleshed out the Third Sphere Expansion to include the spread of the Tau Empire into Imperial space, their conflicts with the Orks and their horror at encountering the experimental units and wargear, which you'll see sprinkled throughout the Codex. That was actually one of my favourite parts of the project – the technology. Whereas the Imperium reveres old weapons and equipment and maintains them with the unshakeable belief that 'older is better', the Tau will willingly throw away something that isn't fit for purpose and make something that is. The Tau don't live long enough to become skilled warriors and so they rely on high-tech wargear instead. That's why the Codex armoury is so extensive and why there are now so many guns in the Tau arsenal. The ion family was particularly fun to develop – they were an iconic weapon of the Tau that was crying out for attention. I expect the word 'overcharge' will come up a lot in battles...

Overall it's been great fun working on this project. The Tau are young, optimistic, a little creepy but, most excitingly, ambitious – and given half a chance they'll blaze a trail of glory across the galaxy. Fortunately the Imperium hasn't turned its full attention on them yet, because if it did it would surely kick them to bits. But the Imperium has bigger problems to worry about, and while its back is turned the Tau will thrive. **DH**



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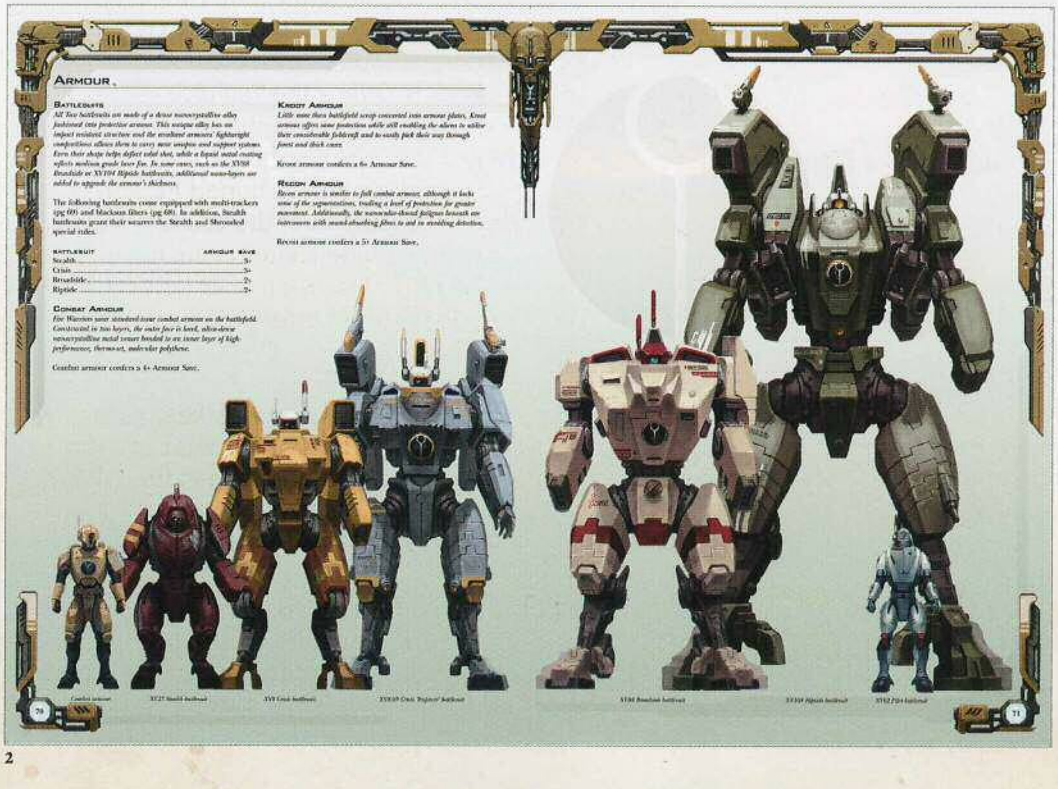


ARMOUR

BATTLESUITS

The following battlesuits come equipped with multi-trackers (pg 69) and blacksun filters (pg 68). In addition, Stealth battlesuits grant their wearers the Stealth and Shrouded special rules.

BATTLESUIT	ARMOUR SAVE
Stealth	3+
Crisis	3+
Broadside	2+
Riptide	2+

COMBAT ARMOUR

Combat armour confers a 4+ Armour Save.

KROOT ARMOUR

Kroot armour confers a 6+ Armour Save.

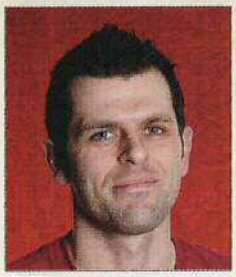
RECON ARMOUR

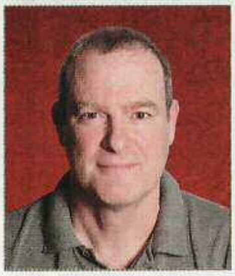
Recon armour confers a 5+ Armour Save.

2

1 "The frontispiece is deliberately creepy," says artist Kevin Chin. "We wanted to explore the Tau a little more, to delve into the deepest, darkest reaches of one particular piece of imagery – something that we could never do with miniatures. This illustration is actually of a Tau messenger drone – the sort that would be encountered by an alien race. I wanted the outside of the drone to look like layers of fins and scales that unfold to reveal a strange mechanical face inside."

2 The Codex features many illustrations by Kevin, including this one showing the scale of Tau battlesuits compared to each other.





Matt Holland and Colin Grayson worked together on the new Tau flyer. Matt provided the original concept designs while Colin set to work sculpting it. The end result is a sleek, technological marvel that's bristling with deadly weaponry.

FLYING HIGH

Sleek curves, modular pods and surprise missiles: Matt and Colin tell us more about the new Tau flyer.

Matt Holland: When I started the project I had a very strong image in my head of a flying manta ray – broad at the front with a nasty sting at the back.

Colin Grayson: I definitely had the Piranha in mind when I made the mock-up models, though I also tried a few designs using the cockpit of the Devilfish. The end result was a combination of the two – the size and shape of the Piranha combined with the aerodynamic contouring of the Devilfish.

Matt: The Tau have a unique aesthetic that combines sleek curves and hard edges. In this case smooth on top, edgy underneath.

Colin: I'd actually go so far as to say that most of the detail is on the underside of the model rather than on the top. Surprise missiles in the wings excluded, of course.

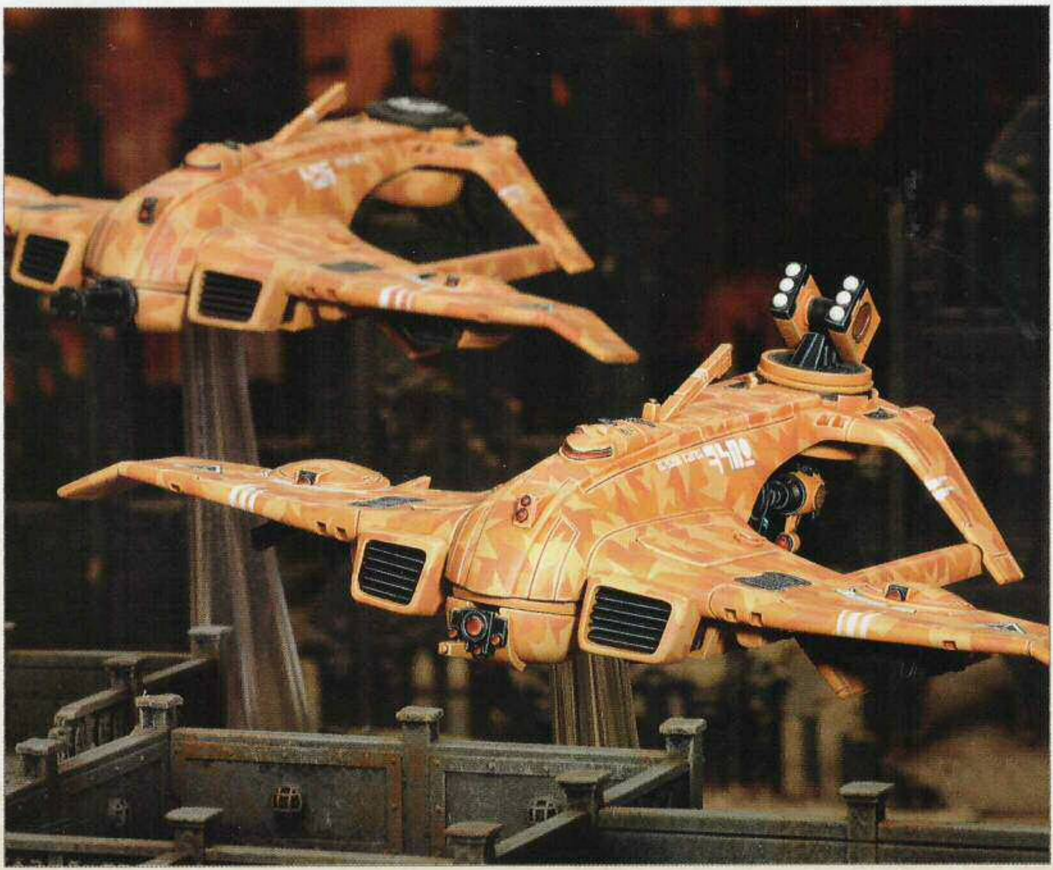
Matt: One of my favourite ideas was the Interceptor Drones. I imagined the Sun Shark pursued by an enemy fighter and leaving the Drones behind to deal with it while it finished its bombing run.

Colin: I think of them as interchangeable modules that can be swapped out for extra engines or scanner arrays – whatever's required for the mission.

Matt: This is also the first flyer we've made where you can't see the pilot, only a vision slit where he sits. In reality the cockpit is full of sensors and camera screens that relay information to the pilot – the windscreen is just for emergencies.

Colin: No windscreen wipers, though.

Matt: There's probably a Drone for that.



The Sun Shark Bomber is bedecked with weapons, from its tail mounted missile pod and underslung pulse bomb generator to the fearsome Interceptor Drones and seeker missiles mounted in the wings. "We almost ran out of space for all the guns," claimed Matt. "Colin came to me holding the two missiles wondering where they were going to go. He suggested inside the wings and instantly regretted it because it took a lot of work to get them to pop up from the fuselage. He did a superb job of it though."

AROUND THE STUDIO

Our adventures around the Studio revealed hobby delights ranging from battlesuits to Ogre hordes.

Our monthly rounds of the Studio to see all the new releases and speak to the designers are a source of constant delight, as we see all the great hobby projects and miniatures collections on desks around the office. Andy Clark was especially keen to show us the work he had done on his Ogres that we showed a few months ago – he's now painted up several units and a gigantic Thundertusk; an impressive effort for a couple of months of lunchtime hobby. Matt Holland also offered us a look at his favourite Crisis Battlesuit team, which he has been working on recently. **AT**

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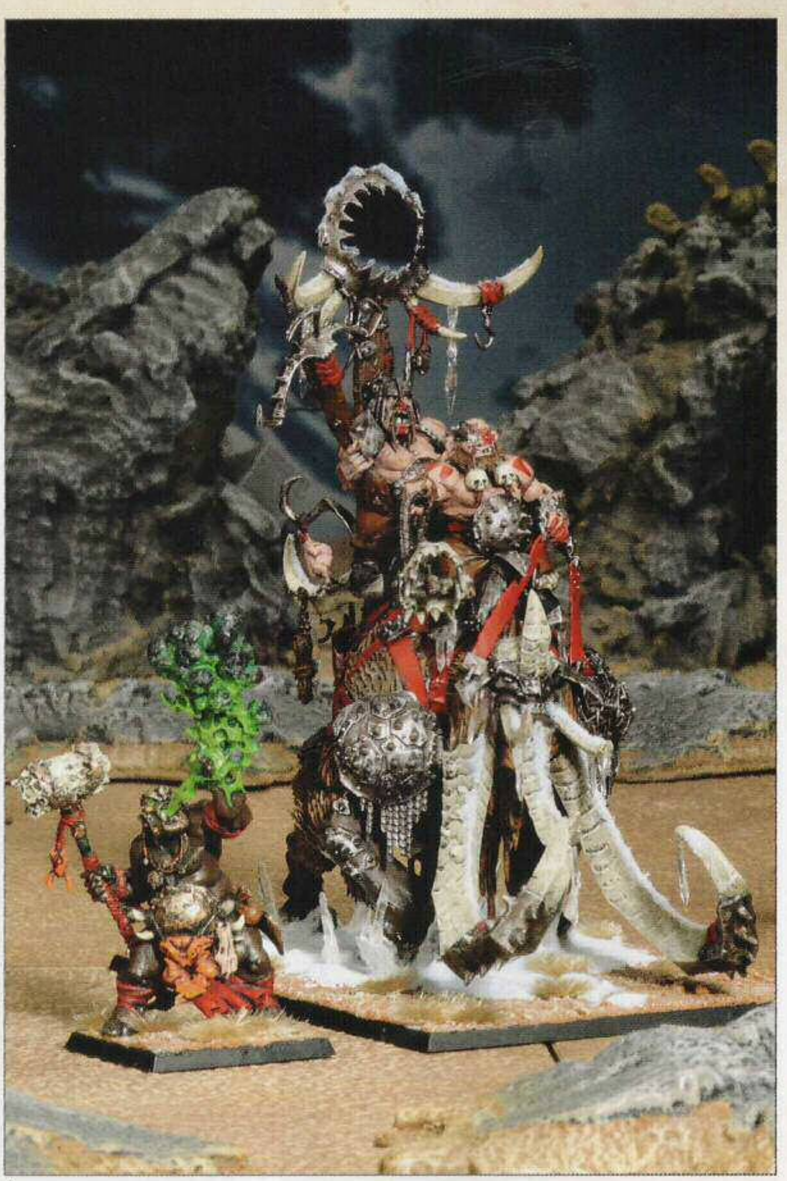

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3

1 Matt Holland has recently been adding to his Tau army, painting new units and even improving the paint job on some of his old favourites. This Crisis battlesuit has recently been re-touched.

2 Andy Clark's Ogre Kingdom's collection has leapt up in size – the latest additions to his army are this Firebelly and Thundertusk.

3 Chris Peach has recently turned his attention back to his Empire army, adding this unit of Pistoliers to his force.

THIS MONTH IN FORGE WORLD

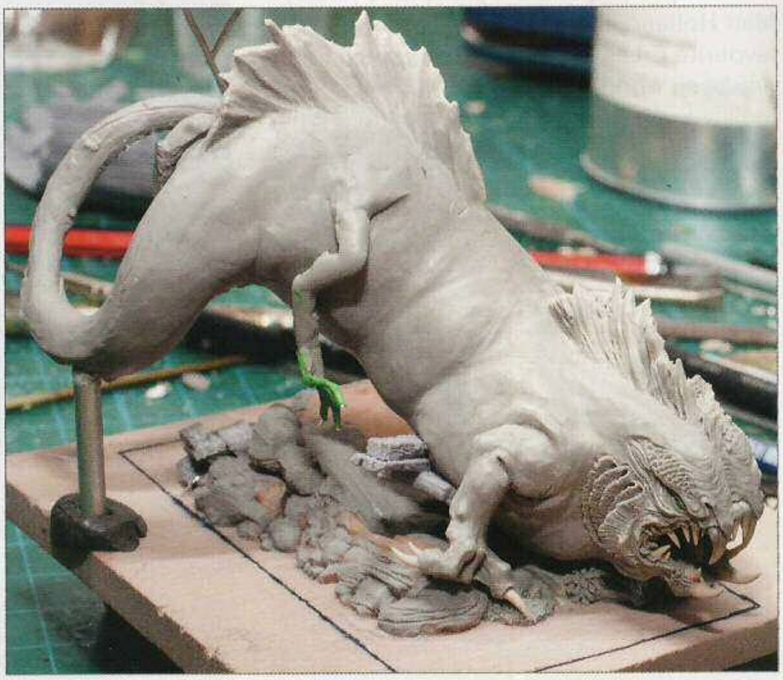
This month the talented folks down in Forge World have been hard at work producing ever more wondrous miniatures. From a new Necron war machine to the sinister physique of the Merwyrm, there was plenty to see when we visited them. Here's a round up.

TRISH'S MERWYRM

Mistress of Monsters Trish Carden has recently joined the ranks of the Forge World design team – her first assignment since taking up residence is to bring the Merwyrm from Monstrous Arcanum to life. As these photos show, the model is looking as glorious as it is ugly.

1

1 The Merwyrm is textured with barnacles and fishy scales, which Trish is tirelessly sculpting on.



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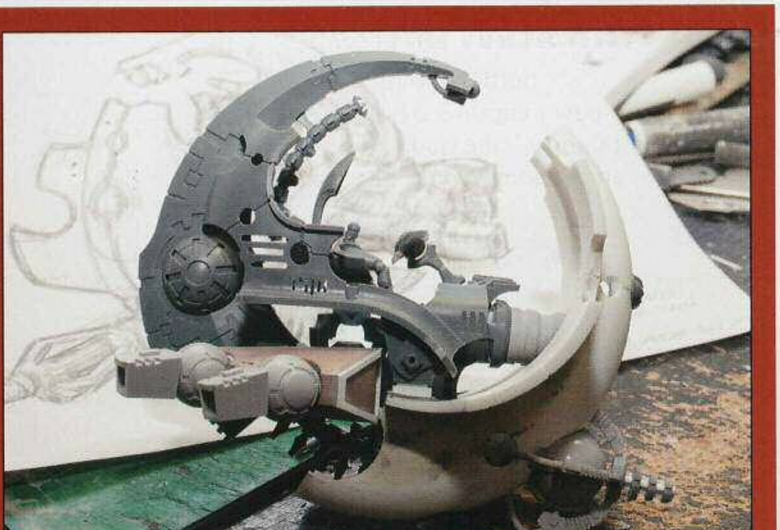
2 When finished, the Merwyrm will be lithely creeping across a patch of rocky ground.

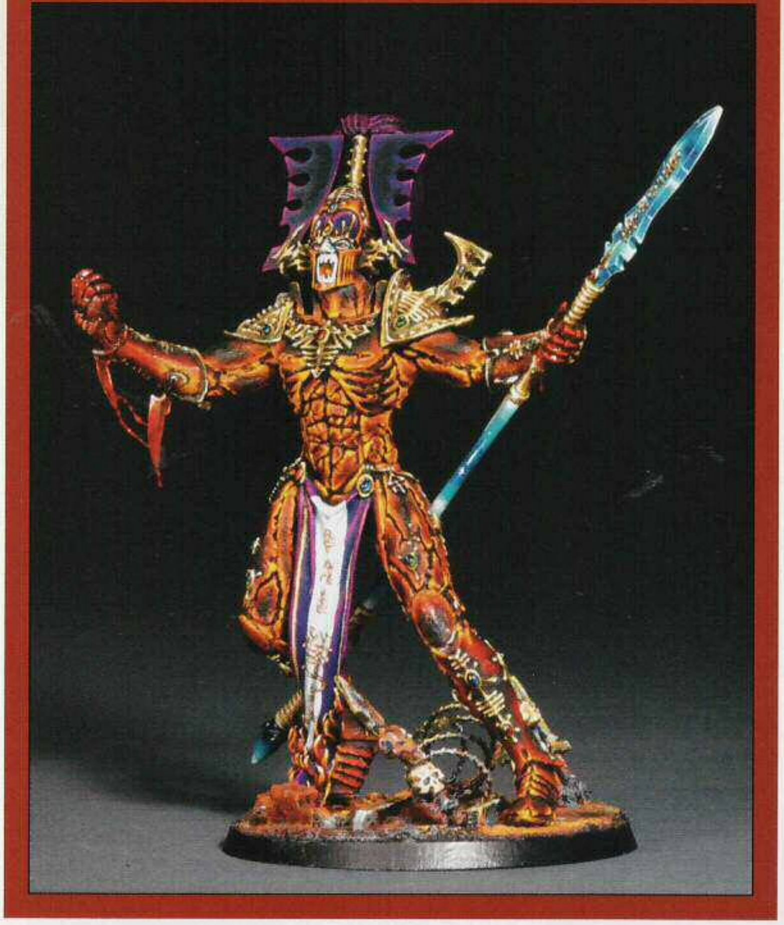
TESSERACT ARK

Daren Parwood had no sooner finished work on the Night Shroud Bomber (shown in Forge World Latest), than he began another Necron vehicle. "The idea of the Tesseract Ark," Darren explained, "is that it harnesses the energy of a dying sun to unleash devastating, unconventional attacks." With that in mind Daren has been working to ensure that the weapon mounted under the nose is sufficiently unusual. He's also been building up the armoured shielding at the front to match the stylings on the Night Shroud.



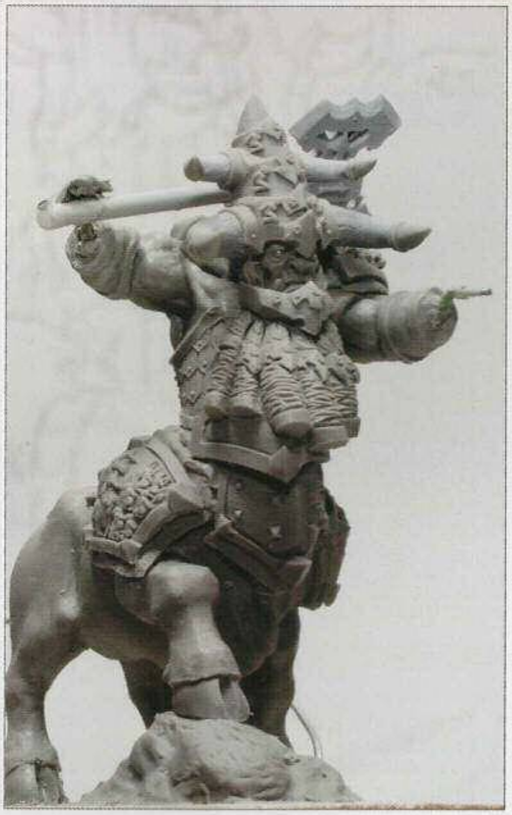
MATT'S AVATAR

Matt Murphy-Kane is Forge World's resident model painter, tasked with painting the latest releases for display. We found this skilfully converted Eldar Avatar on his desk – it was originally painted to enter into the Golden Demon Open Competition, and now proudly oversees his workspace.



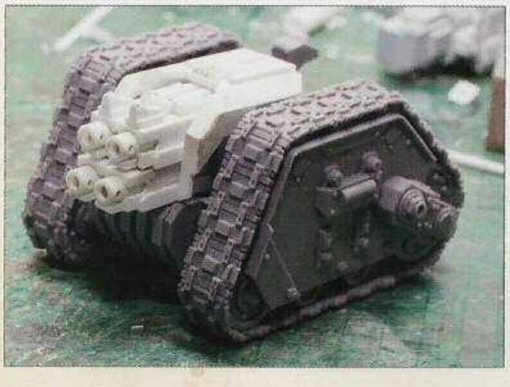
BULL CENTAUR TAUR'RUK

Warhammer Forge's Tamurkhan book saw the cruel Chaos Dwarfs return to the Warhammer world, with a host of amazing new models and a full army list. Edgar Skomorowski is working on this fantastic Bull Centaur Taur'ruk. Covered with the unique details of the Chaos Dwarf imagery, this model will look great leading the Bull Centaur Renders into combat.



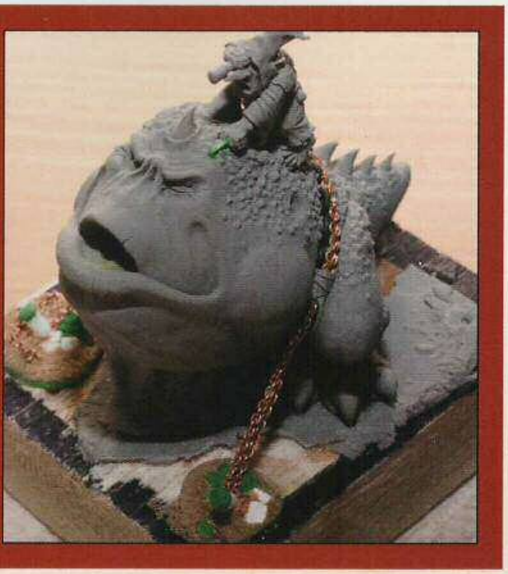
RAPIER WITH HEAVY BOLTERS

Stuart Williamson is putting the finishing touches to the new weapon mount for the Legion Rapier Carrier – the quad heavy bolters pack an awesome punch in battle.



SQUIG GOBBER

Keith Robertson's latest creation is a singularly bizarre 'artillery piece' called the Squig Gobber. This massive beast holds a supply of its smaller squig relatives in its massive maw, and then spits them into the midst of the enemy ranks.



THIS MONTH IN

BLACK LIBRARY

This month we got in touch with Chris Wraight, author of the new novel *Blood of Asaheim*, for a little question and answer about Warhammer 40,000 and why likes writing about the Space Wolves. We also happened upon some exciting hobby projects.

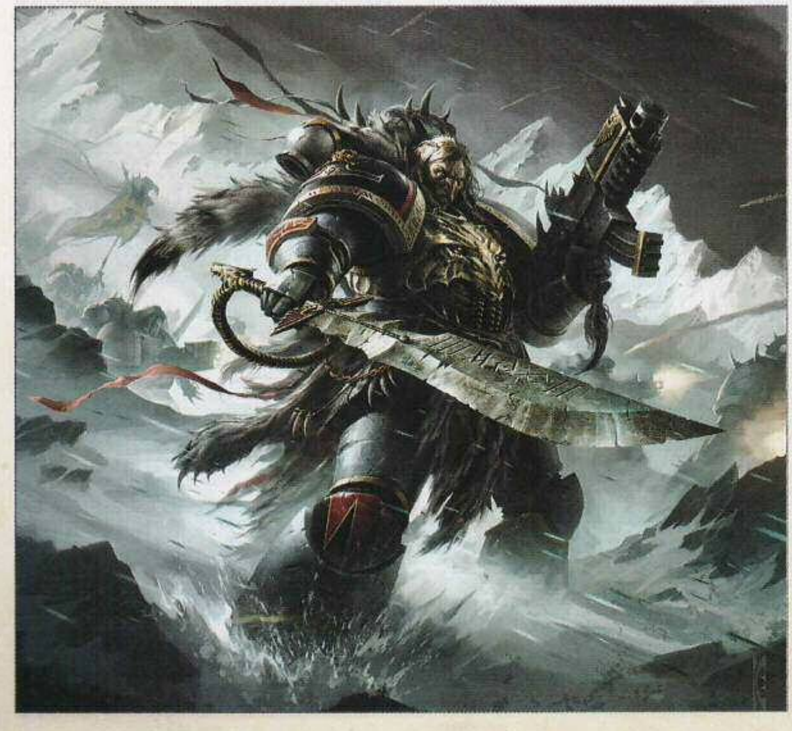
Chris Wraight is the author of a number of Black Library titles, covering topics from the Empire to the Horus Heresy. *Blood of Asaheim* is his second Space Wolf novel.

WRITING THE WOLVES

We sat down to find out why Chris Wraight keeps finding himself drawn to Fenris in his fiction.

Andrew Kenrick: What is it about Space Wolves that makes them so appealing?

Chris Wraight: They're just fantastic to write about, full of character and as hard as they come. It's nice that they're on the fringes of the Imperium and that there's nothing else quite like them in the galaxy. There's also a bit more room than normal with Space Marines to get some interesting characters in there: they're ferociously loyal, but with that rebellious streak that makes them so unpredictable. I wanted to try to get inside the workings of a pack of Grey Hunters and explore what makes them tick. The book's essentially about brotherhood, and about how those tight bonds are strained under the pressure of constant combat. While writing it I found myself getting quite attached to the smaller cast of characters. Is that normal? I hope so.



AK: Which of the pack is your favourite?

CW: Actually I enjoyed writing about the Sisters of Battle, particularly Bajola. I wanted them to give a good account of themselves in the story. It's not easy to stand up to the Sons of Russ, but if anyone can do it then the Sororitas can – they're truly interesting, and I'd like to write more about them in the future. My favourite, though, would have to be Ingvar. The book's centred on him, and he was the first of the characters to be sketched out. Ingvar's that rarest of things: a Space Wolf who's learned to doubt himself, and I think that's a fascinating concept.

AK: What's next for you?

CW: I definitely want to write more about Jarnhamar pack. I have a whole heap of ideas for where to take the Space Wolves next. But at the moment I'm halfway through *Master of Dragons*, the second volume in the epic War of Vengeance series that I'm writing alongside Nick Kyme. It's a nice change of pace to be writing Warhammer again. **AK**

HUNT FOR THE FALLEN

Black Library's resident hardcore hobbyists have been at it again, this time with a Dark Angels theme.

Having dabbled with Gav Thorpe's excellent *Ravenwing* novel, Michael Knight and Eddie Eccles were inspired to try their hand collecting the Unforgiven. To give themselves a goal, they decided to collect models that they could later use in a game with one another, so Michael is collecting some Dark Angels while Eddie tries his hand converting and painting Fallen Angels. So far they have made impressive beginnings, which you can see here. Their ultimate goal is to concoct a special scenario and play a game with the models. We'll be sure to share it when they do. **AT**

1

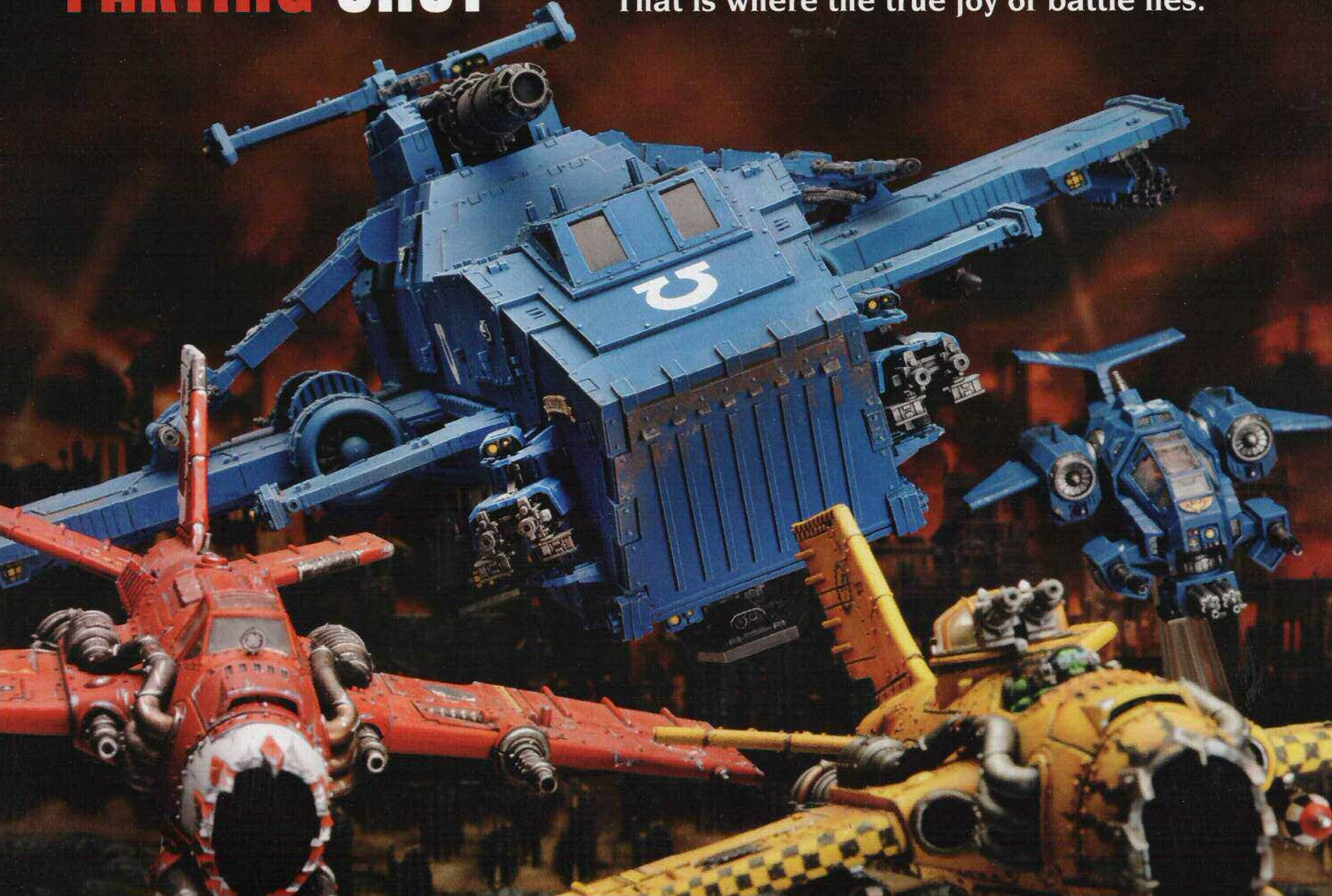
1 Michael Knight's Dark Angels strike force is currently led by Librarian Turmiel – to convey his psychic power, Michael has painted a blue glowing effect within Turmiel's eyes.

2 The centrepiece of Eddie's fledgeling Fallen force is this Contemptor Dreadnought. There are lots of visual cues as to the origins of this model, from the pelts of strange monstrous creatures (Calibanite beasts, if you ask him) to the Dark Angels sword worked into the forté of the giant blade or the autumnal leaves that have *fallen* at its feet. Nice work Eddie.

2

PARTING SHOT

"The roar of engines, the recoil of cannons. That is where the true joy of battle lies."



HOBBY CALENDAR

SATURDAY MARCH **30** **Tau Empire Advance Order** ***The Hobbit: An Unexpected Journey*** **miniatures Advance Order**		SUNDAY **31**	MONDAY APRIL **1**	TUESDAY **2**
WEDNESDAY **3**	THURSDAY **4**	FRIDAY MARCH **5**	**SATURDAY** **6** **Tau Empire released** ***The Hobbit: An Unexpected Journey*** **miniatures released**	
SUNDAY **7**	MONDAY **8**	TUESDAY **9**	WEDNESDAY **10**	THURSDAY **11**
FRIDAY **12**	SATURDAY **13** WARHAMMER 40,000 KILL TEAM WARHAMMER WORLD	SUNDAY **14**	MONDAY **15**	TUESDAY **16**
WEDNESDAY **17** **Tickets on Sale:** • 'Eavy Metal Masterclass • College of Artisans • Youngbloods Throne of Skulls: 2013 • Realm of Battle Masterclass • College of Artisans • Forge World Masterclass • Horus Heresy WARHAMMER WORLD	THURSDAY **18**	FRIDAY **19**	SATURDAY **20** WARHAMMER 40,000 LEGENDARY BATTLEFIELD WARHAMMER WORLD	SUNDAY **21** WARHAMMER 40,000 LEGENDARY BATTLEFIELD WARHAMMER WORLD
MONDAY **22**	TUESDAY **23**	WEDNESDAY **24**	THURSDAY **25**	FRIDAY **26**
SATURDAY **WHITE DWARF** **May issue on sale**	**27** WARHAMMER 40,000 BATTLE BROTHERS WARHAMMER WORLD	MONDAY **28** WARHAMMER 40,000 BATTLE BROTHERS WARHAMMER WORLD	TUESDAY **29**	WEDNESDAY **30**